The Elder Scrolls®

BETRAYAL OF THE SECOND ERA

RULEBOOK

VERSION 1.0

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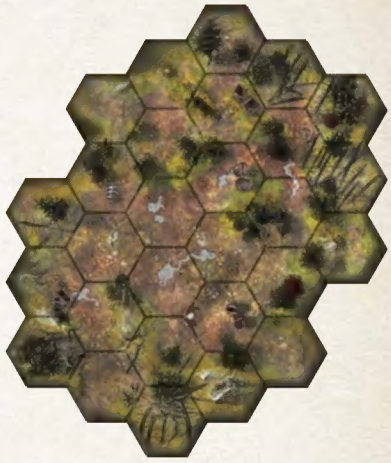
Components

Adventurer Mats
(x4)

19-Hex Delve Tile
(x1)



Double-Sided Clash Tile
(x1)

Entrance Tile
(x1)

3-Hex, 6-Hex, and 7-Hex Delve Tiles
(x3 of each)

Adventurer Mat Pegs
(x17)

Stat Tokens
(x16 each color: red, green, blue)

Double-Sided Overland Maps
(x3)

Enemy Skills Reference Sheets
(x2)

Adventurer Chips
(x20)

Enemy Chips: Level 1 & 5
(x25)

Enemy Chips: Level 10 & 20
(x25)

Quest Unit Chips
(x15)

Companion Chips
(x2)

First Player Token
(x1)

Cache Chips
(x6)

Day and XP Dial Chips
(x1 each)

HP Chips:
Red (x80) and White (x10)

Attribute Tokens:
Skill Line (x20) and Stats (x16)

Overland Tokens
(x8)

Skill Dice
(x96)

Fatigue Dice
(x20)

Overfatigue Dice
(x12)

Combat Skill Dice
(x14)

Enemy Combat Dice
(x6)

Round Counter Die
(x1)

Status Effect Dice
(x12)

Lockpicking Dice
(x3)

Unstable Die
(x1)

Overland Encounter Cards: General (x20)

Overland Encounter Cards: Province Specific (x80)

Delve Cards: General (x7)

Delve Cards: Province Specific (x58)

Common Item Cards (x110)

Legendary Item Cards (x50)

Guild Cards (x9)

Side Quest Cards (x30)

Card Dividers (x5)

Skill Line Reference Sheets (x24)

Race Sheets (x20)

Class Sheets (x15)

Gazetteers (x5)

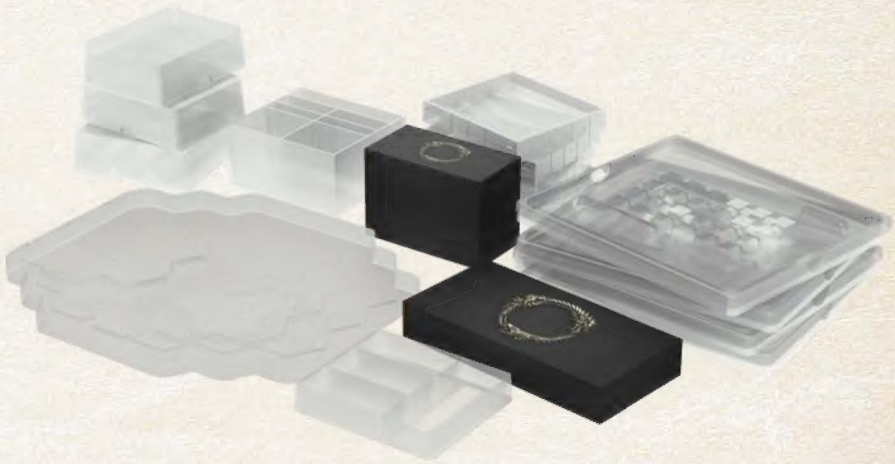
Box Packing Reference (x1)

Tutorial Guide (x1)

Rulebook (x1)

Campaign Journal Pad (x1)

Day/XP Dial Holder (x1) and Enemy Chip and Trainer Bags (x3)



Game Packaging/Storage Solutions: Chip Trays (x3), Token Tray (x1), Dice Trays (x5), Saved Game State Trays (x4), Neoprene Mat Tray (x1), Card Tray (x1), Playing Card Box (x1), and Long Card Box (x1)

How to Use this Book & Introduction

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How to Use this Book

This book presents the comprehensive rules of ***The Elder Scrolls: Betrayal of the Second Era***. It is organized both to teach the game's concepts to new players and to be referenced for detailed questions that arise during play.

This book includes numerous examples of play. Gameplay examples are presented in red sidebars with square borders on top and bottom. Rules call-outs are presented in blue sidebars with triangles on top and bottom. Additional tips are presented in yellow sidebars with forked edges.

Many of these examples are based on an extended narrative of a party's first game session. These examples also appear in the separate Tutorial Guide, where they are organized in sequential order together with additional examples. For your first playthrough, it is strongly recommended you use the Tutorial Guide to follow these examples. This will familiarize you with the game's components and walk you through a game session's setup, phases, and major mechanics.

A helpful index of many of the game's core concepts can be found at the back of this book.

Introduction

Welcome to Tamriel, an ancient continent in the world of Nirn, filled with rich cultures, diverse peoples, and legendary civilizations. It is a storied land filled with promise, strife, and wonder. Its past, present and future are written and rewritten in the Elder Scrolls, mysterious prophetic texts. Do the Elder Scrolls shape your destiny, or do you shape their prophecies?

Scholars and mages debate the details. You prefer action. What will history say about you?

Your story begins at a tumultuous time in Tamriel's Second Era. War rages across the continent. A power vacuum formed after the fall of Tamriel's Second Empire has led to a bloody conflict known as the Three Banners War. Three military alliances – the Ebonheart Pact, the Daggerfall Covenant, and the Aldmeri Dominion – vie for control of the Ruby Throne. A necromantic cult called the Order of the Black Worm is engaged in a plot to call down fiendish contraptions known as "Dark Anchors" in an attempt to bind Tamriel to the Daedric plane of Coldharbour. And all the while, working in the background, a powerful Wood Elf schemes and plots. She hopes to use this time of great change and warfare to reshape Tamriel forever.

Things may seem bleak, but your bravery might make the difference. You sense within yourself the makings of greatness. Perhaps your skill with the blade, or talent with spells, might change the world. It's up to you to stop the betrayal of the Second Era.

Game Overview

The Elder Scrolls: Betrayal of the Second Era is a cooperative adventure game for up to four players. It is meant to be enjoyed as a campaign played across three sessions, with each building on the last. During each session, your party takes on a quest as agents of a specific guild in one of Tamriel's provinces. To complete that quest, you must journey, battle, and explore your way across one province of Tamriel—such as humid, festering Black Marsh, which is presented in the tutorial.

Across your sessions, you will develop and advance each adventurer by earning experience points (XP) through completing encounters. To finish your campaign, you will complete an intense endgame session to defeat a shadowy threat to the continent of Tamriel.

Foundation Rules

Like the age-weathered strongholds of Tamriel, ***The Elder Scrolls: Betrayal of the Second Era*** is supported by a solid foundation. All of the game's rules are built on the following underlying principles:

- This rulebook and its accompanying gazetteers are the definitive source of rules information for ***The Elder Scrolls: Betrayal of the Second Era***. If published rules sources are in disagreement, the order of precedence is as follows:
  - Officially-published errata.
  - The text on a card or other game component (such as a skill line reference sheet or item card).
  - The gazetteer for the current province.
  - This rulebook.
  - Officially-published tutorials and videos.
- If a component's effect uses the word "cannot," that effect cannot be overruled by another game effect.
- If a card or other game component's effects are in disagreement with each other and neither uses "cannot," the party may decide which to resolve and which to ignore.
- The word "may" always indicates a choice.
- Check the game's official frequently asked questions at www.chiptheorygames.com/support for any corrections to rules or components.

Game Setup

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Game Setup

The recommended play area for this game is at least 3' x 4' (90cm x 120cm).

Setup Procedure

Follow this procedure to set up the game as it appears in the diagram on page 14.

1. Choose a province: Select a province for your session. Each province is represented by an overland map and gazetteer. If you are continuing a campaign, you must select the province determined by your previous session (see page 49). *Note:* If this is your first session of your first campaign, it is strongly recommended that you select Black Marsh as your starting province.

- **Overland Map:** Place the province's overland map to one side of the play area. Your party's overland movement is tracked here.
- **Gazetteer:** Set aside the province's gazetteer. You will need to refer to this book during play for its province effect, dungeon map, town entries, and quest steps.

2. Set up dice, chips, tokens, and pegs: Set the dice storage trays and chip storage trays near the play area so they are easily accessible. Sort the circular attribute tokens, square stat tokens, and circular overland tokens by type. Set the pegs aside for now until they are ready to be placed into an adventurer mat. Place all skill line tokens in the trainer bag. *Note:* If you are playing a solo game, it is recommended that you remove duplicate copies of each skill line's circular token. Skill lines are used during adventurer creation and are explained further on page 22.

- **Enemy Chips:** Gather the black double-sided enemy chips and separate them into stacks by level, which is the number printed in the center of the chip. Note that level 1 and level 5 enemies share opposite sides of the same chip, and the same for level 10 and level 20 enemies. Enemies with two-letter codes under their names can only appear in the province with those initials and are only included in a stack if you are playing in the associated province. Place the separated stacks of enemy chips into the enemy bags as described below; then place the bags near the overland map. ***Note:*** Keep these bags in a consistent order so you can draw from the correct bag later.
  - Level 1 (black border)/Level 5 (green border) enemies are placed in the level 1/5 bag.
  - Level 10 (purple border)/Level 20 (red border) enemies are placed in the level 10/20 bag.
- For your first game, it is strongly recommended you play the Jailbreak Introduction encounter to determine your adventurers' class choices and to learn the battle rules. If you choose to play it, place **only** the level 1 enemy chips listed in the instructions on page 92 into the level 1/5 enemy bag and set aside all other enemy chips.

3. Set up card decks: Place all skill line reference sheets in the card tray as shown in the diagram on page 14. Then, prepare each of the following card decks as described and place them in the card tray as shown. Place the card tray near the overland map. Return cards not used in a deck or set aside for later use to the game box.

- **Side Quest Deck:** Shuffle all side quest cards together.
- **Overland Decks:** There are 2 overland decks: Peaceful (👁) and Conflict (☠). Each overland card is marked with the icon for its type and has a code with either the province's initials or "GE" for general. To set up each deck, shuffle all 10 general cards of that type and draw 4. Then, take the 8 cards of that type from the province you're playing in and shuffle them together with the 4 general cards you drew so that all cards' story sides are faceup.
- **Delve Deck:** Each delve card is either marked with the province's initials or "GE" for general. Remove all the special cards marked with "SP" from the delve cards associated with your chosen province. Then, shuffle the remaining province delve cards with all of the general delve cards. Refer to the Delve Feature section of the relevant province's gazetteer for any additional province-specific setup instructions, including instructions on what to do with special cards—such as Black Marsh's special Submerged Chamber card, which is set aside.
- **Item Decks:** There are 2 item decks in the game: the Common (🎒) and the Legendary (🎁) Deck. Shuffle each deck separately.

4. Set up map tiles, journal, and dials: Take the neoprene map tiles and sort them by shape. Set aside the large, double-sided clash tile and the 5-hex, light green entrance tile. The remaining tiles are delve tiles; shuffle each stack facedown and place them together as shown. These tiles are used to build the map during different types of battles. Also set up the campaign journal and dials as described below.

- **Campaign Journal:** If this is your first session, choose a party leader. They will be responsible for recording party progress in the party's campaign journal. If players wish to name their adventurers, the party leader records them in the journal.
- **XP and Day Dials:** The XP Dial tracks the party's gained XP and determines the strength of the enemies drawn in battle. The Day Dial is used to track the quest days that have passed during the game. Place the XP and Day Dial chips into the sockets of the magnetic chip holder (either left or right). *Note:* If you choose to play the Jailbreak Introduction encounter, rotate the party's XP Dial so the pointer is at 1. If you choose not to play the Jailbreak Introduction encounter, set it to 2. Regardless, the Day Dial will remain unset until later.

5. **Choose game difficulty:** Difficulty level affects several parts of the game. Select a difficulty level from the options on this page.

6. **Set up adventurers:** Each player takes an adventurer mat and sets up their adventurer as described below.

   - **First Session of a Campaign:** If this is your first session of a campaign, each player creates an adventurer as described on page 19. ***Note:*** If this is your first game, it is strongly recommended that you also play the Jailbreak Introduction encounter (see page 92–page 94) to help acclimate you to battle mechanics and the overall story of ***The Elder Scrolls: Betrayal of the Second Era***. Then, return here to proceed to the next step.

   - **Continuing a Campaign:** Set up your adventurer as they were at the end of the previous session. See Continuing a Campaign on page 49.

7. **Set up guild quest:** To set up your quest, refer to its first quest step in the gazetteer. Set aside any quest unit chips described there. Place the party token (which features the icon) in the starting location on the overland map. Also place any overland tokens in their starting locations (see Overland Tokens, page 35). Guild quests are chosen as described below:

   - **First Session of a Campaign:** Shuffle the Guild Deck and draw 3 cards from it. Then, choose 1 of those cards. This card determines the guild you are contracted with; each guild has 1 quest in each province of the game (see Choosing a Starting Quest, below, and Guild Quests, page 46). Each guild card contains a brief description of the guild and includes a special town action that can be taken by visiting a town's guild kiosk (see Town Encounters, page 38).
     Return the unchosen guild cards to the box and place the chosen guild card with its guild kiosk effect faceup near the overland map.

   - **Later Sessions of a Campaign:** Your next guild quest is determined at the end of the previous session, as described in Successfully Completing a Session (see page 49).

After completing setup, proceed to the first day and begin playing your session!

Difficulty Levels

Difficulty level is an important choice that affects several aspects of the game. These parts of the game are briefly described below but are fully explained later in the rules.

- **Adventurers Rest:** This occurs during each game day's End of Day Phase. Your difficulty level determines the number of dice you remove from your cooldown track and the HP you heal at that time (see Cooldown Track, page 23, and End of Day Phase, page 45).

- **Engage Actions:** You can take engage actions during battle to roll dice. Adventurers must gain a fatigue die for each additional engage action they take on their turn after the first. Fatigue slows down your recovery of skill dice from your cooldown track (see Adventurer Turns, page 59).

- **Session Final Battle:** Each session culminates in a final battle encounter. You will face a lower or higher enemy pool in this battle based on the difficulty you choose. The enemy pool (EP) determines how many enemies you face and their levels (see End of Session Difficulty EP, page 56).

There are 3 difficulty levels:

- **Apprentice:** This is the easiest difficulty. Adventurers remove 2 dice from their cooldown track and heal for 2 HP during the Adventurers Rest step at the end of each day. Quest steps also occasionally contain modified rules for Apprentice difficulty level.

- **Adept:** This is average difficulty. Adventurers remove 1 die from their cooldown track and heal for 1 HP during the Adventurers Rest step at the end of each day.

- **Expert:** This is the hardest difficulty. Adventurers gain 2 fatigue for each additional engage action taken in battle (see page 59). To resolve their individual Adventurers Rest step, an adventurer must discard an item. Adventurers remove 1 die from their cooldown track and heal for 1 HP during the Adventurers Rest step at the end of each day.

Choosing a Starting Quest

Your party is not in control of which guilds offer you work at the campaign's start, but you do have the ability to choose a quest from the opportunities available. It is recommended that you read each quest's session snapshot that is listed above the quest's first step (marked with "A") in the province gazetteer before choosing. While doing so, also consider the quest's complexity rating, which ranges in increasing complexity from 1–3.

The party must make this choice together. By selecting your guild quest, you align the party with that guild and commit to succeeding (or failing) at your chosen quest. Your choice of starting quest also influences which quests are available for your second campaign session (see Continuing a Campaign, page 49).

Setup Diagram

Play area after component setup.

1. Adventurer Mats (with Class, Race, and Skill Line Reference Sheets)
2. Chip Storage Trays and Enemy Draw Bags
3. Trainer Draw Bag
4. Tokens
5. Dice Trays
6. Map Tiles
7. Gazetteer and Enemy Skills Reference Sheet
8. Overland Map
9. Campaign Journal and Guild Card
10. Day and XP Dials
11. Card Decks in Tray (front to back):
    a. Row 1: Common (left) and Legendary (right) Item Decks
    b. Row 2: Peaceful (left) and Conflict (right) Overland Decks
    c. Row 3: Delve (left) and Side Quest Decks (right)
    d. Row 4: Skill Line Reference Sheets

Component Placement Note

This diagram shows components placed as recommended. Feel free to adjust your play area so that it works best for you.

Starting Quest Example

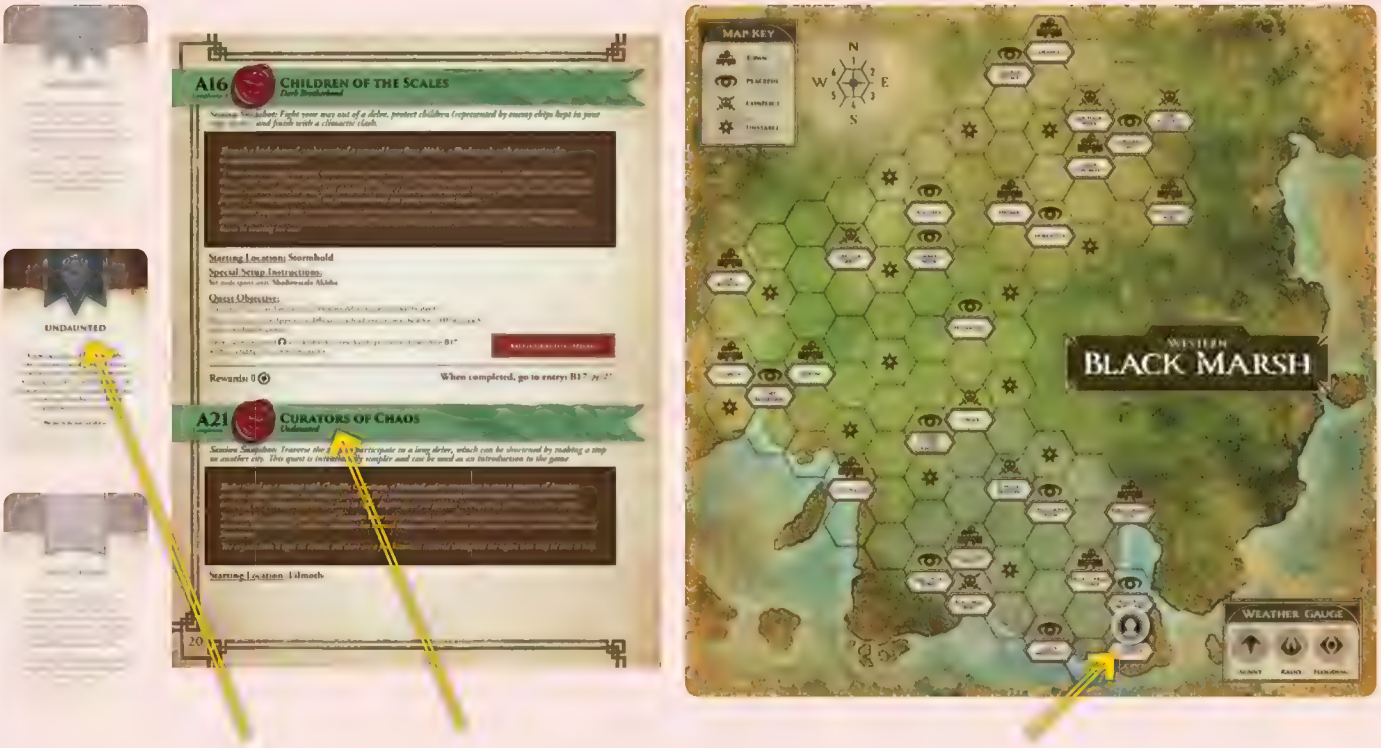
Ryan and Shannon choose to begin their campaign in Black Marsh. After setting up the game's components and their adventurers, the players choose their starting quest. They draw 3 guild cards. Each guild offers a different quest, with a first step described in the Black Marsh Gazetteer as listed below:

Mages Guild: Unnatural Selection (page 18).

Undaunted: Curators of Chaos (page 20).

Psijic Order: Sap of Ages (page 22).

Looking at their 3 options, they decide that working for the Undaunted sounds like the most fun for its level of complexity, so they choose Curators of Chaos as their quest. The players refer to the quest's first step and see its starting location is Lilmoth, so they place their party token in that town's hex.



Quest choice and map setup

Province Codes

Each province has the following 2-letter abbreviation code that appears on cards and enemy chips.

- **BM:** Black Marsh
- **CY:** Cyrodiil
- **EL:** Elsweyr *(expansion province)*
- **HF:** Hammerfell *(expansion province)*
- **HR:** High Rock
- **MW:** Morrowind
- **SK:** Skyrim
- **SU:** Summerset *(expansion province)*
- **VW:** Valenwood *(expansion province)*

Adventurer Rules

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    - Add Magicka Stat 31

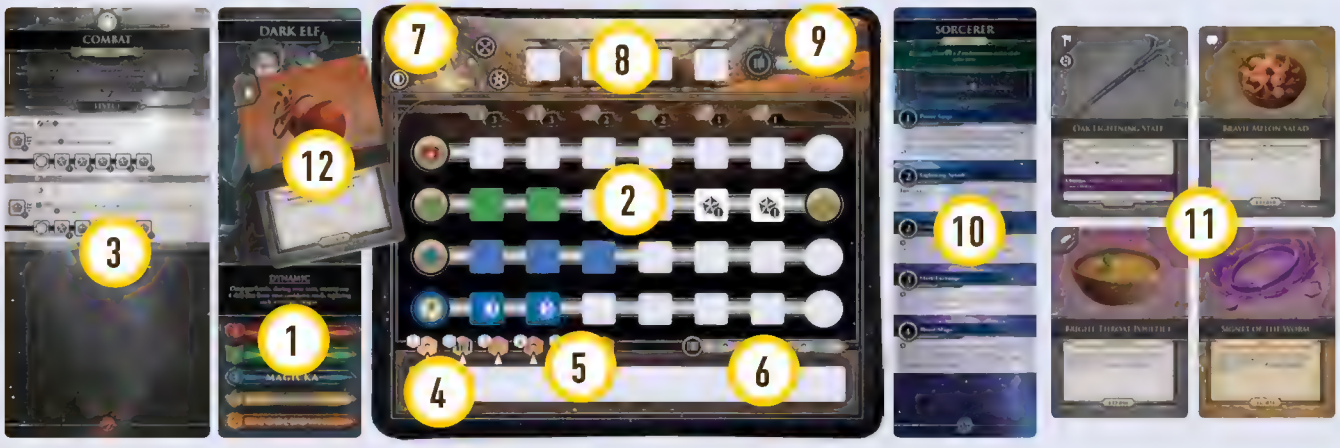
Adventurer Rules

Adventurers are the player characters of the game. Your adventurer mat displays everything that makes up your adventurer and defines their capabilities. Each adventurer can be built differently over the course of a session or campaign!

Adventurer Mat Anatomy

The adventurer mat has the following parts, as shown on the diagram below.

1. **Race Reference Sheet:** This shows the innate ability and starting stats for the adventurer's race. The adventurer chip is placed here between battles.
2. **Attribute Rows:** Each row has 2 circular attribute slots (1 at each end) and 6 square slots between them. Stats, skill line tokens, and skill dice are placed here.
3. **Skill Reference Sheets:** These describe the abilities for each skill line the adventurer is trained in.
4. **Cooldown Track:** Dice are placed here as the adventurer exhausts their skill dice or gains fatigue and status effect dice.
5. **Cooldown Stat:** This is the number of dice removed from the cooldown track each turn. An adventurer's current Cooldown stat is marked by placing a peg in the slot equal to the stat.
6. **Tenacity:** Rolled ○ results are tracked here with a peg as they are gained and spent to resolve class abilities.
7. **Battle Forms:** The current battle form is marked here by placing a peg next to its icon. Battle forms determine the dice that can be rolled and the items that can be used together in battle.
8. **Active Slots:** Dice placed here are active and have ongoing effects.
9. **Saved XP:** Individual unspent XP is tracked here with a peg.
10. **Class Reference Sheet:** This shows the adventurer's innate class and tenacity abilities, which can be resolved by spending tenacity.
11. **Inventory Ready Slots:** The adventurer can have up to 4 ready item cards placed here. These are the only items they can use in battle.
12. **Inventory Pack Area:** The adventurer can have up to 8 total items (including their ready items). Items not in ready slots are stacked and placed here on the race reference sheet. These items cannot be used in battle.



Adventurer mat during play.

Adventurer Creation

Each player creates a unique adventurer at the outset of the first session of a campaign. To create an adventurer, follow the steps below. For an example of this, see Adventurer Creation Examples on page 26–page 27.

1. **Select Race:** Select a race sheet and corresponding adventurer chip. Place the sheet along the left or right side of your adventurer mat (as you prefer), and place the chip in the art area at the top of the sheet.

    - Each race's sheets and chips are double-sided, depicting different individuals of that group. There are 2 sheets for each race, allowing up to 2 players to play the same race. Flip the components to the character side you prefer (the information is the same on each side).

2. **Add Stats:** Take the circular attribute tokens for the Health, Stamina, and Magicka stats shown on your race's sheet and place them in the circular slots of your mat's attribute rows. You may place an attribute token in any open circular slot. Stats are explained further below. *Note:* If you place 2 attributes in opposing circular slots in the same row, advancements gained in one attribute will limit the potential advancements available to the other.

    - The Health token has a numeric value; place it so the faceup side matches the starting value shown on your race sheet.
    - The Stamina and Magicka tokens do not have numeric values. Place them in their slots; then, place a number of square stat tokens of each stat's color equal to its starting value as shown on your race reference sheet in the square slots of its row, starting with the slot closest to the corresponding circular token.

3. **Add Combat Skill Line:** Take this skill line's circular token and place it in an open slot. Then, add the number of Combat skill dice shown on your race sheet to that row's square slots and place that line's reference sheet near your adventurer mat. Skills, including Combat, are described further starting on page 21.

4. **Add Starting Skill Line:** Choose 1 other skill line. Place that line's circular token in an open attribute slot. Then, add 2 of that line's level 1 skill dice to that row's square slots. Place that line's reference sheet near your adventurer mat. For your first game, it is recommended that each player chooses 1 of the following skill lines, as dealing damage is crucial in battles:

    - Bow (ranged battle form).
    - Destruction Staff (magic battle form).
    - One Hand and Shield (light weapon battle form).
    - Two Handed (heavy weapon battle form).

Battle form is explained on page 61.

5. **Place Pegs:** Place a peg in the slot of your battle form tracker that matches your chosen starting skill line. Place another in the slot above the cooldown track matching your race's starting Cooldown stat. Finally, place 2 more in the leftmost slots of your tenacity and Saved XP trackers.

6. **Choose Class:** Choose one of the following methods to determine the starting classes available to you. Whichever method you choose, place your starting class sheet with its novice side faceup along the opposite side of your adventurer mat from your race sheet. ***Important:*** This is a permanent choice, so it is recommended you add a class that complements your adventurer's stats and fits with the playstyle that interests you.

    - **Jailbreak Introduction Encounter:** If you play this encounter, choose from the available class options based on your achievements. This is recommended for your first campaign, but the Jailbreak Introduction encounter can also be played in future campaigns when players wish to make a more thematic choice. The Jailbreak Introduction encounter is described on page 92–page 94.
    - **Open Choice:** Choose 1 of the available class sheets and add it to your mat.

Peoples of Tamriel

Tamriel is a continent filled with diverse and ancient cultures. There are human civilizations such as the Imperials of Cyrodiil or the Redguards of Hammerfell, vigorous Elven nations such as the Wood Elves of Valenwood or the Dark Elves of Morrowind, and countries of Beastfolk like the reptilian Argonians of Black Marsh and the catlike Khajiit of Elsweyr.

Your adventurer's cultural origin comes with some stat or skill benefits. However, it is the training choices you make during play that truly come to define their capabilities, including how you advance and balance their stats and skills.

Stats

Stats are your adventurer's core capabilities. Each stat's total is the base value of its circular token (if any) plus the number of square tokens of its color in its attribute row. This total is the stat's max value. Each stat is described below.

- If an adventurer has only their stat's circular token (and no square tokens), the stat's value is equal to the base value on its token. If the token has no base value, it is treated as 0.
- Square stat tokens can be placed so that their arrow symbol is pointing toward their circular token. In this way, players will be able to determine which stat tokens are aligned with which stat regardless of color perception or opposed stats in an attribute row.

Health *Stamina* *Magicka*

Health

This stat's attribute token has a base value that is added to its red square tokens. HP chips are stacked underneath an adventurer's chip and removed to indicate how much damage they have taken relative to their Health stat. The Health stat's total limits the value of HP chips that an adventurer can have. Red chips represent 1 HP and white chips represent 5 HP. You can adjust your adventurer's HP between red and white HP chips as needed. An adventurer is defeated when they lose their last HP.

- If your Health stat's value increases, your adventurer immediately gains a number of HP chips equal to the difference in value. If your Health stat's value decreases below the value of HP chips your adventurer currently has, remove HP until you have HP equal to your new maximum.
- Bonus HP is separate from your HP and can exceed your Health stat (see below).
- When HP chips are lost, they are removed one at a time starting with the bottom-most chip in your stack.

Health Stat Token

Bonus HP

Some abilities cause an adventurer to gain bonus HP. These HP chips are not added to the stack beneath the adventurer's chip, but instead are placed near their battle form tracker on the adventurer mat. When an adventurer with bonus HP takes damage, the bonus HP chips must be removed first, before removing HP chips from under the adventurer chip. However, if the adventurer takes true damage, their regular HP must be removed instead of bonus HP (see Damage Language and Type, page 63).

- Bonus HP is **not** counted when determining enemy targeting priority, such as the strongest or weakest unit (see Enemy Chip Anatomy, page 55).
- Bonus HP remains until it is lost or the next time a battle ends (see End of Battle Cleanup, page 86).

Stamina

This stat is tracked by green square tokens and represents the adventurer's capacity to move and roll dice for physical skills. Stamina limits some adventurer actions during battle turns, including their movement and explore action distance, as well as their engage action range and number of dice they can roll (see Adventurer Turns, page 59).

Stamina Stat Token

Magicka

This stat is tracked by blue square tokens and represents the adventurer's capacity to roll dice for spellcasting skills, as well as those skills' range. Not all adventurers require Magicka, so unlike the other stats, it may be untrained (see Reward Phase, page 43).

Magicka limits an adventurer's engage action range and number of dice they can roll while in magic battle form (✪) (see Battle Form, page 61).

Magicka Stat Token

Component Limits

Although the game's physical components cover a wide range of situations, it is possible to exceed their supply. Component limitations fall into 2 categories, each described below.

Limited Components

The following types of components are intentionally limited for balance and gameplay. When these components run out, resolve the situation as described below:

- **Stat and Skill Line Tokens:** If no unused tokens of a desired type remain in the supply, that type cannot be added to an adventurer mat.
- **Skill Dice:** If no unused dice of a desired type remain in the supply, those dice cannot be added to an adventurer mat.
- **Enemy Combat Dice:** If no unused dice remain in the supply, no additional enemy Combat dice can be added to an engage.
- **Fatigue Dice:** If no silver fatigue dice remain in the supply, black overfatigue dice are placed instead. If no black overfatigue dice remain in the supply, no fatigue dice are placed.
- **Status Dice:** If no status dice remain in the supply, no status die is applied to the unit in question.
- **Units:** If no unit of a specific type or name remains in the supply and the ability or encounter referencing it does not specify how to reuse that unit, it cannot be drawn or deployed by an ability.
- **Cache Chips:** If no unused chip remains in the supply, that chip is not placed.
- **Race and Class Sheets, and Adventurer Chips:** If no unused sheet of a given type remains in the supply, that sheet (and its adventurer chip, if any) cannot be added to an adventurer mat.

Unlimited Components

HP chips are treated as unlimited. In the rare case none remain in the supply, use other components to track them as you see fit.

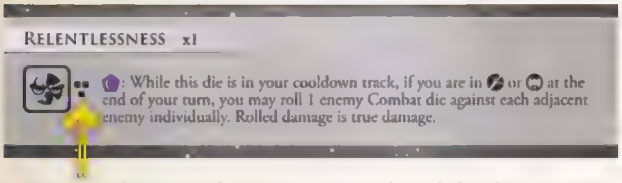
Skills

Skills are the dice an adventurer rolls during battle. Each skill is part of a larger skill line, which is tied to either your Stamina or Magicka stat. The skill line's corresponding stat limits the number of skill dice that can be rolled during an engage action. This stat is shown on each skill line reference sheet (see below).

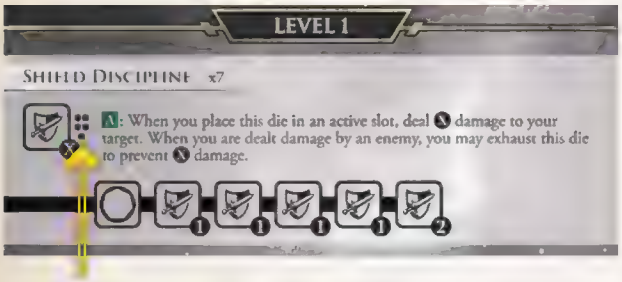
Skill Line Reference Sheet

Each skill die's icon abilities are described on that skill line's reference sheet. The number to the right of the skill's name indicates the amount of that skill die included in the game. The number of pips next to a skill die's icon represents the number of times the icon appears on its corresponding die. If an icon on a skill die has variances, for example a differing number on different faces, the die's faces are shown on the reference sheet.

Each skill die ability is preceded by a code that indicates how that ability is resolved; these codes are described with the engage action on page 59–page 60. The face showing on an available skill die in its slot does not matter before that die is rolled.


RELENTLESSNESS x1
: While this die is in your cooldown track, if you are in or at the end of your turn, you may roll 1 enemy Combat die against each adjacent enemy individually. Rolled damage is true damage.

This icon shows up on 3 sides of the die.


LEVEL 1
SHIELD DISCIPLINE x7
: When you place this die in an active slot, deal damage to your target. When you are dealt damage by an enemy, you may exhaust this die to prevent damage.

This icon shows up on 5 sides of the die and all dice sides are shown, indicating the variances within each die.

Skill Lines

Skill dice are grouped together into skill lines and are ranked by level. Skill lines are divided into three of Tamriel's major constellations, which are shown at the bottom of skill line reference sheets with that constellation's icon and color. The outer border color and number of pips on the skill line token correspond to the constellation, as well.

- **Mage** () blue, 1 pip.
- **Thief** () yellow, 2 pips.
- **Warrior** () red, 3 pips.

Thief Constellation

Skill line attribute tokens are added by visiting trainers during town encounters (see page 38). When a skill line is added, it becomes trained. Place the new skill line token in an open circular slot at the left or right end of any row. An adventurer cannot have more than 1 of the same skill line attribute token.

Destruction Staff Token

Acrobatics Token

One Hand and Shield Token

Many skill lines are associated with a specific battle form; that battle form's icon is depicted on the skill line's reference sheet. Battle forms determine the range at which dice can affect other units and whether a skill can be combined with other dice during an engage action (see Battle Form, page 61).

It is required that you be in light weapon form to use One Hand and Shield. One Hand and Shield is tied to your Stamina stat.

Additional skill lines and skill dice can both be added to an adventurer's mat as advancements (see page 31).

Combat

This special skill line represents an adventurer's innate fighting ability. Combat is different from the other skill lines in that it has only 1 type of skill die. Combat dice are flexible enough to be rolled with any battle form except magic () and can be rolled in defensive battle form () to prevent damage. *Note:* Even though Combat is shown among a race's starting attributes, it is a skill line and not a stat.

Combat Token

Skill Dice Tips

Skill dice can function very differently. Some are immediately resolved, while others are placed into your active slots (see page 24) or cooldown track (see page 23), waiting to be triggered.

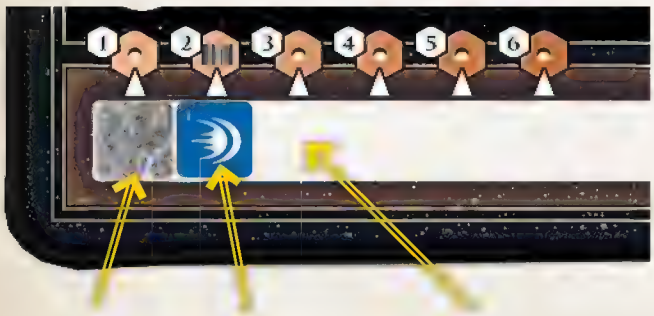
Pay attention to these requirements so that you can pace your actions effectively.

To learn more about how each skill works, read about them in their skill line's reference sheet.

Cooldown Track

Exhausted skill dice, fatigue dice, and status effect dice are placed in this track (see Resolving Skill Abilities, page 60). Learning to manage your cooldown track is crucial, as it determines how quickly skill dice can be rolled again and how long a status affects your adventurer.

- Dice added to the track are placed one at a time in the track's leftmost available spot (to the right of all remaining dice). While a skill die is in the cooldown track, it is not available.
  - If multiple dice must be placed in the cooldown track at the same time, you can place those dice in the order you choose (including exhausted skill dice).
- Any time a die is removed from the cooldown track, slide all remaining dice leftwards to remove any gaps.
- The cooldown track can fit up to 13 dice. If the track is **full** and a die must be placed in it, that die must either be drained (if a skill die) or returned to the supply (if a fatigue or status die)—drained dice are explained on page 60. Then, replace the rightmost non-overfatigue die in the track with an overfatigue die. The replaced die must also either be drained or returned to the supply depending on its type.
- Dice placed in the cooldown track at any point remain there until they are removed during your Recovery step in battle, your Adventurers Rest step, or an inn town action.
- If an adventurer would gain a status effect die with a side that they already have in their cooldown track, the die in their cooldown track is removed from its current position and placed back in the leftmost open position.



Fatigue Die *Skill Die* *New dice are placed here.*

Cooldown Stat

The value of the slot where your peg is placed above the cooldown track is your Cooldown stat. This is the number of dice removed from your cooldown track during the Recovery step of each of your turns in battle. Start from the left and remove dice equal to your stat value. Slide the remaining dice as far left as possible toward the edge of the track.

Cooldown Stat

Recovering Dice

When an exhausted skill die is removed from the cooldown track by your Recovery step or another effect, you recover that die. Place it in the correct slot in your attribute rows. That die is immediately available to use. When a status effect die is removed from the cooldown track, return it to the supply.

A drained die can only be recovered by an effect that specifically recovers drained dice, by visiting an inn during a town encounter, or during the Adventurers Rest step of the End of Day Phase. Drained dice are discussed further under Resolving Skill Abilities (page 60).

Fatigue

These dice are placed in your adventurer's cooldown track when they gain fatigue. There are 2 types of fatigue. If a game effect refers to fatigue without specifying its type, that effect can apply to either type.

- **Light Fatigue:** These are silver. When a light fatigue die is removed from the cooldown track, that die is returned to the supply. If there are no silver dice in the supply when light fatigue is gained, gain overfatigue instead.
- **Overfatigue:** These are black. When an overfatigue die would be removed from the cooldown track during the Recovery step, it is instead placed in the track's leftmost open position. Overfatigue in the cooldown track deals damage to the adventurer during fatigue rounds in battle (see Battle Rounds, page 57). It can only be removed during the Adventurers Rest step, by taking an inn town action, or by a game effect or special ability.

Light Fatigue

Overfatigue

Active Slots

Skill abilities with an active code (A) are used by placing rolled skill dice in the 4 square slots at the top of the adventurer mat (see Resolving Skill Abilities, page 60). Some of these abilities allow adventurers to place dice in other adventurers' active slots. Dice placed in active slots are referred to as active dice. An active die remains in its slot until you remove it as described in its skill line's reference sheet or at the end of battle. You can have no more than 4 dice in your active slots at a time.

To free up space, you may remove an active die from one of your slots at any time during your turn without resolving that die's ability. Certain effects can also cause you to remove a die from its slot. When an active skill die is removed from its slot without resolving its ability, that die is exhausted and placed in the cooldown track of the adventurer who placed it.

Active dice **must** be removed at the end of battle or if your adventurer is defeated. Dice removed in this way must be exhausted.

Fatigue Dice in Active Slots

Some abilities can place a fatigue die in an active slot. While that die is filling an active slot, it is treated like a skill die and remains there until it is removed, after which it is placed in the cooldown track. As with active skill dice, this happens when the skill's ability describes, when you choose to remove that die without resolving an ability, when you are defeated, or when the battle ends.

Race Reference Sheet

In addition to depicting your adventurer and defining their starting stat values, this sheet describes your race's innate ability. Once per battle, you may resolve this ability at its specified timing.

Several components are also placed here. Your adventurer chip is placed here between battles. Your pack items are placed here (see Inventory, page 28). Finally, any drained dice are also placed here during battle and remain until the battle ends (see Resolving Skill Abilities, page 60).

DARK ELF
DYNAMIC
Once per battle, during your turn, recover any 4 skill dice from your cooldown track, replacing each with light fatigue.
4 HEALTH
2 STAMINA
3 MAGICKA
2 COMBAT
2 COOLDOWN

Race Reference Sheet

Class Reference Sheet

Your adventurer's class adds special class abilities you can use, typically by spending a resource called tenacity (often represented by the ◯ icon) that you accrue over the course of the game. An adventurer can have only 1 class sheet during a campaign, but each sheet is double-sided. An adventurer's class begins with its novice side faceup. When your adventurer meets the promotion requirements on its novice side, you can flip the sheet to its master side. This promotion advancement can happen at any time and is permanent for the rest of the campaign (see Advancements, page 31). When you promote your class to its master side, many of your class abilities improve. Each tenacity ability that improves (see below) has a short bar under its title on the novice side of the sheet and a striped bar on the master side.

A class has 2 types of abilities, each described by its text:

- A unique innate ability, printed at the top of the class sheet, provides a passive, ongoing bonus that can be triggered at its specified timing. This ability has no tenacity (◯) cost.
- Several class abilities that may be triggered by spending or retaining tenacity. Each ability has its required ◯ amount next to it.

ARCHER
1 Accuracy
Interrupt: When selecting a target, increase your range by 1.
2 Hawk Eye
Heal for HP equal to the number of enemies within your range
3 Lethal Arrow
: Roll 2 enemy Combat dice against a targetable enemy. Rolled damage is true damage.
3 Hunter's Discipline
Interrupt: When a non-quest enemy is deployed, remove it and deploy a random enemy of the same level to the same hex. Heal for 3 HP.
5 Venom Arrows
: Roll 3 status dice and apply them to targetable enemies.

Class Reference Sheet

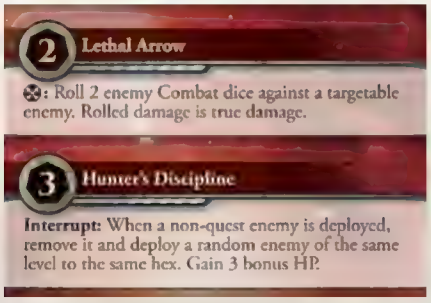
Triggering Class Abilities

Each class ability has a timing at which it can be triggered. You will trigger most class abilities during your turn in battle, but others may be triggered outside battle. Some class abilities have a bolded timing keyword, which follows the rules below.

- **Enduring:** This class ability does not require tenacity to be spent. Instead, it is active while your tenacity is equal to or greater than the required value. The ability is no longer in effect if your tenacity drops below this number.
- **Interrupt:** This class ability may be triggered according to its text's timing, either during a unit's turn or outside battle. If another ability or game effect would be resolved, the interrupt ability is resolved first. If 2 interrupt abilities would be resolved at the same time, the party decides which ability is resolved first.

When tenacity is spent to trigger an ability, move the peg in your tenacity tracker to the slot equal to your remaining tenacity. You can trigger multiple different class abilities during a battle turn if you have enough tenacity to spend, but you can only trigger each specific ability that requires spending tenacity once during that turn. An innate or enduring ability can be triggered multiple times per turn if the wording of the ability allows.

Some class abilities can only be used in specific battle forms. The battle form icon is printed before the ability in these cases. When an adventurer's class ability that costs tenacity is triggered, they can change battle form before resolving that ability, regardless of when this occurs, gaining 1 light fatigue to do so (see Class Ability, page 61).


2 Lethal Arrow
: Roll 2 enemy Combat dice against a targetable enemy. Rolled damage is true damage.
3 Hunter's Discipline
Interrupt: When a non-quest enemy is deployed, remove it and deploy a random enemy of the same level to the same hex. Gain 3 bonus HP.

Class Abilities with ◯ Costs

Tenacity

When you gain tenacity (◯), you track it using the peg slots at the bottom right side of your adventurer mat. Accumulated tenacity remains until it is spent to trigger a class ability or reduced by another effect. If you increase your tenacity to its maximum value, you cannot increase it again until you spend (or lose) some tenacity.

Tenacity is typically gained by resolving dice results with the ◯ icon but can also be gained from other specified dice abilities or effects (see Resolving Skill Abilities, page 60).

Adventurer Creation Examples

Player 1 (Ryan) and player 2 (Shannon) each create an adventurer for their first game.

Ryan

1. Ryan decides to play as a Dark Elf, so he takes that race's reference sheet and places it at his adventurer mat's left side. Then, he looks at the Dark Elf's starting attribute values. His stats are 4 Health, 2 Stamina, and 3 Magicka. He also has 2 Combat skill dice.

2. Ryan decides to place his circular attribute tokens into his attribute rows as follows, to prioritize future room for Magicka and Magicka-based skill lines:

a. First row: 4 Health in the left slot. Health tokens have values, so Ryan flips the Health attribute token to its 4 side before placing it.

b. Second row: 2 Stamina in the left slot across from 2 Combat dice in the right slot. The Stamina token has no value, so Ryan places 2 green tokens in the leftmost square slots of the row. Combat is a skill line, so its token also has no value. Ryan places 2 Combat dice in the rightmost slots of the row.

c. Third row: 3 Magicka in the left slot. The Magicka token has no value, so Ryan places 3 blue tokens in the row's leftmost square slots.

3. Ryan chooses Destruction Staff as his other starting skill line. He places the Destruction Staff attribute token at the left side of his fourth row. Then, Ryan adds 2 Force Shock dice—the level 1 Destruction Staff skill die—to the leftmost square slots of that row.

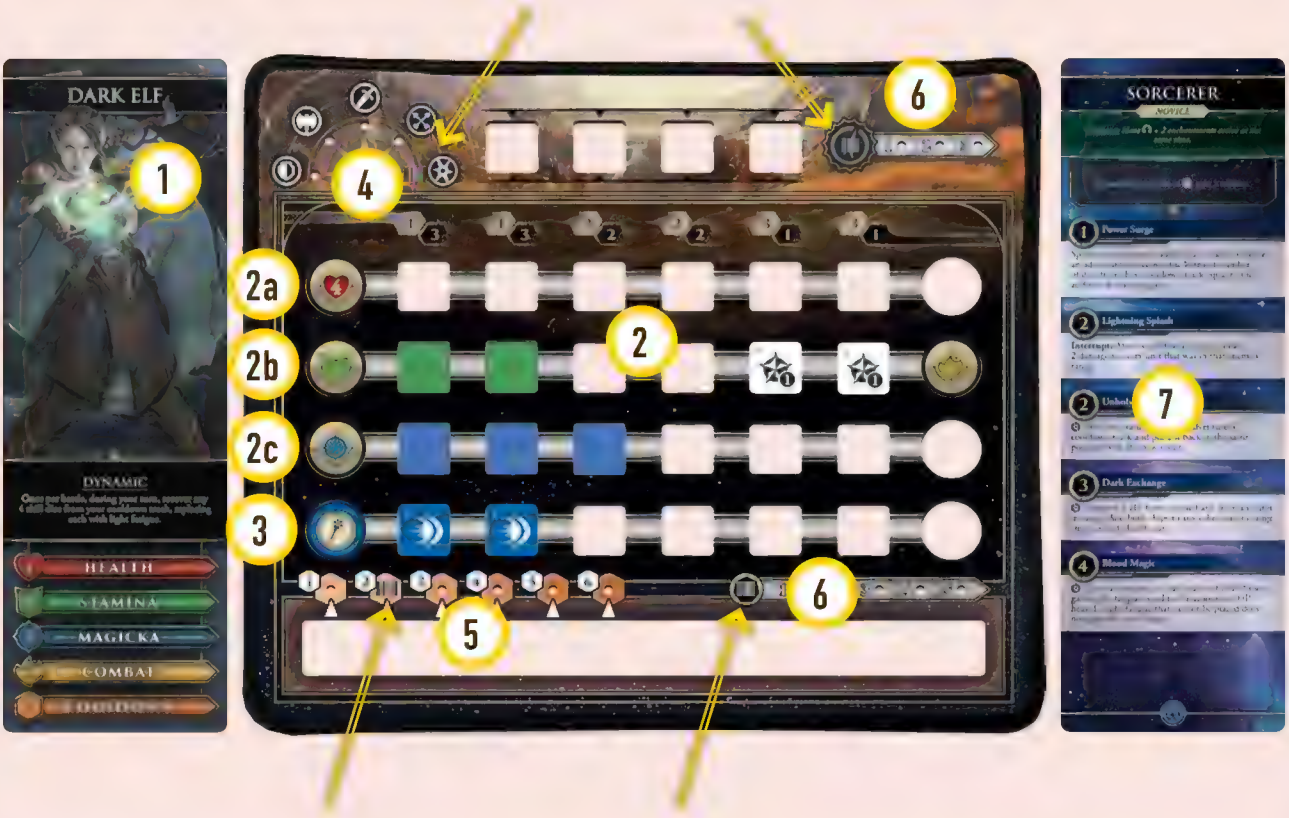
4. Ryan places a peg in his magic (✪) battle form position, as this is the battle form of the Destruction Staff line.

5. Ryan places a peg in the 2 slot above the cooldown track to indicate his Cooldown stat.

6. He also places pegs in the positions at the left of the tenacity and XP tracks to show he has no starting tenacity or saved XP.

7. Ryan thinks about the class he'd like to choose. He wants a class that supports using ✪ skill lines like Destruction Staff. Because this is his first game, playing the Jailbreak Introduction encounter seems like a good way to learn more before committing.

Note: If you are following this example and want to skip the Jailbreak Introduction encounter, use the open choice method for class selection. Ryan chooses the Sorcerer class and sets it next to his adventurer mat, novice side up.



Shannon

1. Shannon decides to play as an Argonian, so she takes that race's card and chip. Then, she looks at the Argonian starting attribute values. Her stats are 5 Health, 3 Stamina, and 2 Magicka. She also has 1 Combat skill die.

2. Shannon decides to place all of these circular attribute tokens into the left side of her attribute rows as follows, giving her maximum room for future skill lines:

- **a. First row:** 5 Health. She flips the token to its 5 side.
- **b. Second row:** 3 Stamina. Shannon places 3 green tokens in the leftmost square slots of that row.
- **c. Third row:** Combat skill line. Shannon places 1 Combat die in the leftmost slot.
- **d. Fourth row:** 2 Magicka. Shannon places 2 blue tokens in the leftmost slots.

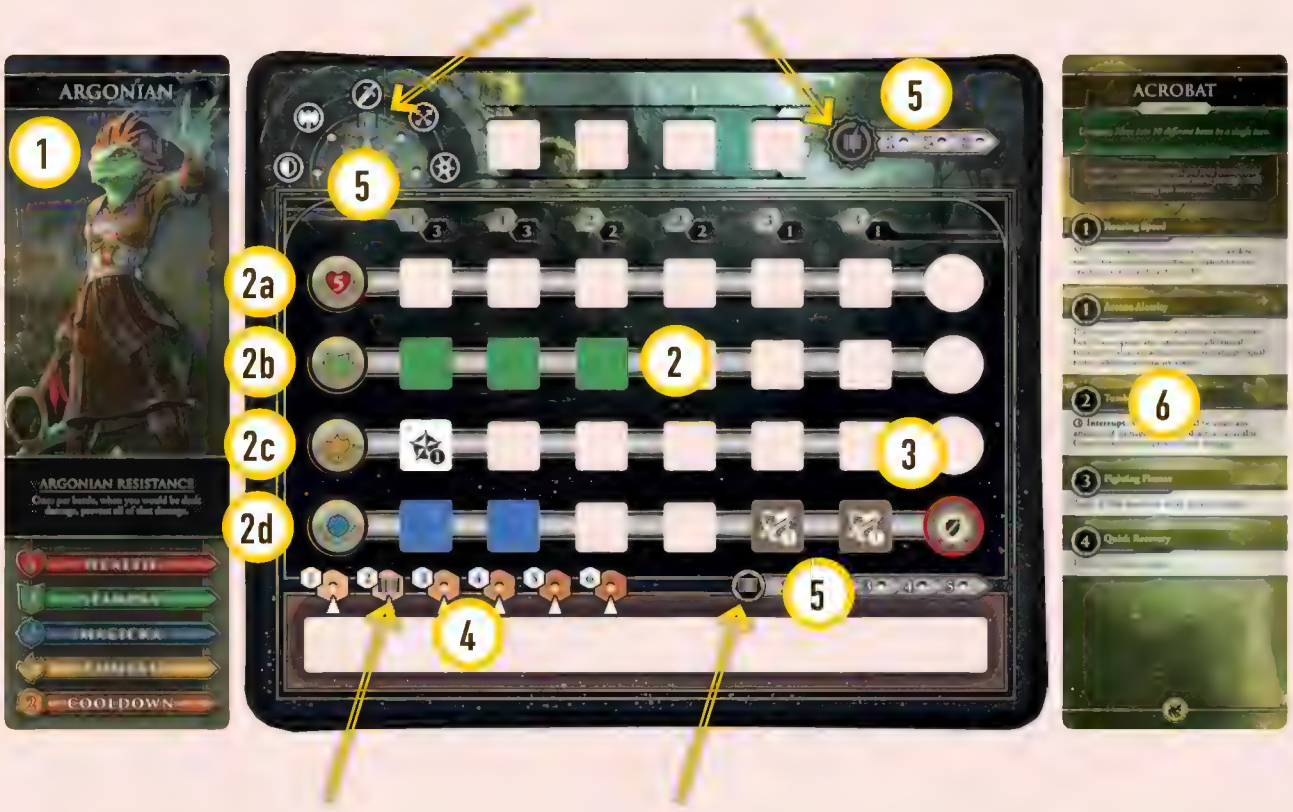
3. Shannon chooses One Hand and Shield as her other starting skill line. Then, she places that attribute at the right side of her fourth row (opposing Magicka). Next, she adds 2 Shield Discipline dice—the level 1 One Hand and Shield skill—to the rightmost square slots of that row.

4. Shannon places a peg in the 2 slot above the cooldown track for her Cooldown stat.

5. Shannon places a peg in her light weapon ( ) battle form position, matching her One Hand and Shield skill line. She also places a peg in the position at the left of the tenacity and XP tracks, to show she has no starting tenacity or saved XP.

6. Shannon thinks about the class she'd like to choose. She wants a class that supports her Argonian's natural mobility (from her Stamina stat) and her chosen One Hand and Shield skill line. Because this is her first game, she also agrees to play the Jailbreak Introduction encounter.

Note: If you are following this example and want to skip the Jailbreak Introduction encounter, use the open choices method for class selection. Shannon chooses the Acrobat class and sets it next to her adventurer mat, novice side up.



Inventory

When your adventurer gains an item card, place it in your inventory. Items are explained in this section (see Item Cards, below). Your inventory cannot exceed 8 total cards. If it is full and you gain additional cards, you must choose which cards to keep and discard any excess cards.

- Your inventory has 4 ready slots for item cards. These cards are placed alongside your adventurer class sheet. Ready items can be used both during and outside of battle.
- Items that are not ready are kept in your pack area. These cards are placed over the image at the top of your race sheet. During a battle, pack items cannot be used and must be stacked together (outside of battle, items may be used at any time unless otherwise specified). You can move items between your pack and ready slots when you are deployed at the start of battle or during the End of Day Phase (see page 45).
- When you gain an item card (including during battle), you may choose to place that card in a ready slot or in your pack. If you would like to place the item in a ready slot and your ready slots are already full, you must remove a card from a slot and place it in your pack area or discard it instead.
- Some quests specify that you gain additional item cards that are not placed in your inventory. If you do, place those cards near your mat, separate from the cards in your inventory.

Item Cards

Adventurers can gain useful items along their way. Each item card takes up 1 space in an adventurer's inventory, whether it is in a ready slot or the pack area. There are 2 types of item cards: common ( ) and legendary ( ). Common items are widely available but have relatively mundane effects, while legendary items are rarer but have more powerful effects.

During a battle, an item's ability can be used at the timing described. Some items can be used during another unit's turn—such as armor ( ) items, which can be used during an enemy's Engage step (see Item Subtypes, page 29). If an ability does not specify a timing, that item can be used either during the Deploy Adventurers step of setup or during that adventurer's turn in battle rounds (see Battle Rules, beginning on page 54). Remember that during a battle, only items in an adventurer's 4 ready slots can be used!

Outside of battle, an item can be used at any time the adventurer chooses, unless its ability specifies otherwise. Items are not discarded after they are used unless required by that item's ability.

When either the Common or Legendary Item Deck is emptied, that deck's discard pile must be reshuffled and placed back into the card tray.

Item Subtypes

The game includes 8 different item subtypes. Each of these subtypes has its own rules as described here.

- **Armor ( ):** Armor items grant benefits while their owner is being engaged. Each has a standard ability that is resolved when an enemy engages the adventurer. However, each also has a secondary, overtax keyword ability that can be triggered during this engage in addition to the item's standard ability (see Item Keywords, below). An adventurer must choose whether to use an ability, including its overtax ability, before damage is dealt. Each item's trait is the body area it is worn on; an adventurer can have only 1 with each trait in their ready slots.

- **Weapons ( ):** Weapon items provide advantages in battle, often interacting with skills. Each has a standard ability that is resolved as part of an adventurer's engage. However, each also has a secondary, overtax keyword ability that can be triggered in addition to the item's standard ability when using the to engage (see Item Keywords, below). An adventurer can use only 1 per engage and must choose whether to use a effect, including its overtax effect, before their dice are rolled.

- **Enchantments ( ):** Enchantment items can augment or reshape the rules of the game. Each describes the game component it affects, such as "Enchant adventurer" or "Enchant clash tile." When its ability is triggered, the card is placed near or partially tucked under the affected component. The ability then affects that component until the card is discarded as described by its effect or the session ends (see Successfully Completing a Session, page 49). While an ability is active, the card is no longer in the adventurer's inventory and is instead treated as part of the component it affects.

- **Consumables ( ):** Consumable items represent a variety of foods and beverages. Each can be used once and must then be discarded. However, often have effects that can benefit multiple party members. If a is discarded during the End of Day Phase's Adventurers Rest step (which is required if playing in Expert Mode, see page 45), the adventurer may also resolve that item's effects (if applicable). The End of Day Phase is described on page 45.

- **Potions ( ):** Potion items represent powerful, ability-altering concoctions. Each has an expend keyword ability that allows it to be used multiple times. However, each time this card is used, it is expended (turned on its side) and must be refreshed before it can be used again (see Item Keywords, below).

- **Clothing ( ):** Clothing items grant additional utility and flexibility. Each item adds an additional class ability (see Class Reference Sheet, page 25). Class abilities can be triggered as an action during battle by spending tenacity.

- **Miscellaneous ( ):** Miscellaneous items encompass a broad range of abilities that do not use the mechanics of the other subtypes. Each item ability functions as described.

- **Pets ( ):** Pets protect adventurers from a number of harmful effects in Tamriel. However, each time the adventurer resolves a ability, they must add an HP chip on top of the card. A with HP chips on it must be discarded after its HP limit is reached or the session ends. These chips cannot be removed unless an ability specifically refers to them. A may be placed in your pack when gained, but once it is placed in a ready slot, it cannot go back into your pack.

Item Traits

Traits do not have specific rules (except for traits of the subtype) and can only interact with abilities that refer to them by name.

Item Keywords

In addition to the rules of their subtype, many item cards also have keywords that control how their abilities can be used. Each keyword is described below.

- **Expend:** This means the item is reusable, but must be refreshed after each use. When an item's expend ability is used, that card is rotated sideways to show that it has been expended. An expended item still takes up an inventory slot, but its effect can no longer be used until it is refreshed. An expended may be refreshed and turned upright by visiting an alchemy station in town (see Town Features, page 40).

- **Overtax:** This appears as a sub-header on an item's secondary ability, typically on or items. When you trigger an item's standard ability, you may also choose to trigger its overtax ability (but cannot trigger the overtax ability without triggering the item's standard ability). If you do, after the engage and both item abilities are resolved, that item must be discarded.

Item Card Anatomy

Front

1. **Subtype Icon:** This shows the item's subtype. Subtypes have their own rules and are explained further on page 29.
2. **Battle Form Icon:** The adventurer must be in this battle form to use the item's ability. No icon is shown if there is no battle form requirement.
3. **Name.**
4. **Traits:** These words are the item's traits; they become relevant when referred to by other game effects.
5. **Text Effect:** This describes the item's abilities and, if needed, the timing at which those abilities are triggered.
6. **Keyword:** This describes how the item's abilities can be triggered.
7. **Code and Card Number:** This code stands for the set this card belongs to and its number within that set.

Common *Legendary*

Back

1. **Card Type:** Each of the 2 types of item has a distinctive card back.
2. **Lockpick Attempts:** This is the number of times an adventurer may roll the lockpick dice for this card's lockpick check when it is in a cache or otherwise treated as locked.
3. **Difficulty Code:** This is the code used to unlock this item if the item would be gained by a lockpick check. Each number in the circular framed positions below the item icon is a digit of the difficulty code. The adventurer who would draw that card must succeed at a lockpick check against the difficulty code (see Lockpicking, page 68).

Common *Legendary*

Advancements

When an adventurer improves their stats or skills, it is an advancement. Some of these advancements require spending XP during the Reward Phase's Gain Advancements step (see page 43). Some game effects also trigger an advancement opportunity.

Increase an Attribute

You can increase an attribute by spending the required XP cost to add a stat token or skill die to an open square slot in that attribute's row. Each additional token or die must be added to the open square slot that is closest to the side of the row with that attribute's circular token. The attribute cost for an open slot is shown at the top of that slot's column. When increasing an attribute from the left side of the row, use the attribute cost in the white box. When increasing an attribute from the right side, use the attribute cost in the black box. If any of that skill line's dice are in the cooldown track (or drained), the cost is equal to that of the rightmost (or leftmost) open slot the new die would be placed in if all of that line's dice were available.

To add a skill die, you must have trained that skill line, either when creating your adventurer or by visiting a trainer as a town action. To add a skill die of levels 2–4, you must **also** have at least 1 other skill die in the same line that is either the same level as, or 1 level below, the new skill die. For example, to add a level 3 Bow skill die, you must also have at least one level 2 or level 3 Bow skill die currently added to your adventurer mat. If you have added a skill die to your attribute rows, that die is referred to as trained.

Increase Cooldown Stat

You can increase your Cooldown stat by moving your peg to the next open slot along your cooldown track. To do so, you must spend a number of XP equal to your new Cooldown stat value, which is printed above the next slot. For example, to increase your Cooldown stat to 3, you must spend 3 XP. You must increase your Cooldown stat one slot at a time, but you may increase it multiple times during the same Reward Phase if you have enough XP.

Increase Tenacity

You can increase your current tenacity. To do so, you must spend 1 XP. ***Note:*** This increases tenacity available to spend and is not a permanent increase. If your unspent XP exceeds 3 at the end of the Reward Phase's Gain Advancements step, that excess XP must be spent to increase tenacity (if able) or it is lost (see Reward Phase, page 43).

Promote Your Class

You can flip your class sheet to its master side; this advancement is called a promotion. To do so, you must meet the requirement on the sheet's novice side, which is often an achievement that happens during a battle. When this happens, you **immediately** gain that advancement and can flip your class sheet.

Add a Skill Line

You can add a new skill line to an open circular slot at the side of one of your attribute rows. To do so, you must visit a trainer during a town encounter and choose a faceup skill line token there. The new skill line must be placed in an open circular slot at the left or right end of a row.

Add Magicka Stat

Unlike your other circular stat tokens, you may untrain your Magicka stat. If you have untrained your Magicka stat, you can also add it again as if it were a skill line by visiting any trainer.

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Game Phases

Each game session is played over a number of rounds called days. Each day is divided into the five phases described below.

New Day Phase

During this phase, increase the Day Dial by 1 day. The party starts the session on day 1, so if this is the first day, set the Day Dial so the chip's notch points to 1.

No quest can extend beyond 12 days, so if the dial is at 12, that quest will be failed at the end of this day if it is not completed (see Quests, page 46 and Campaigns, page 49).

Overland Phase

The party plans its movement across the overland map and checks for any encounters or events in the following order.

1. **Start of Phase:** Trigger any effects with this timing.

2. **Move Party:** Your party has a base overland movement of 3, which means the party can move its token up to 3 adjacent hexes. Note that some provinces' effects—such as Black Marsh's—can modify the party's base overland movement.

   - **Day 1:** If this is the first day of your session, the party **must** remain in its starting location and resolve a town encounter. This does not apply during an endgame session.

   - **Fatigue Movement:** After using its base overland movement, the party may continue to move by gaining fatigue for each additional hex of movement. For each additional hex of movement, each adventurer must gain 1 light fatigue. If no light fatigue dice are available, they gain 1 overfatigue instead. The number of additional hexes moved cannot exceed the party's base movement rate. The party must stop if 1 or more adventurers' cooldown tracks are full.

3. **Trigger Encounter:** By ending its movement in specific hexes on the map, the party triggers 1 of the following types of encounters in descending order of priority below. The party does not resolve this encounter until the next phase, the Encounter Phase.

   - **Quest Encounter:** These are triggered as described by the party's current quest step in the gazetteer, or by a side quest card. This typically happens when the party moves into a specific hex or fulfills some other requirement (see Quest Steps, page 46). Quest encounters take precedence over town or overland encounters, meaning that you must resolve the quest encounter that day rather than a town or overland encounter. If multiple quest encounters would trigger at the same time, guild quest encounters take precedence over side quest encounters.

   - **Town Encounter ( ):** These are triggered when the party ends its move in a town's hex on the overland map. Each town is described in its own entry in the gazetteer. During the encounter, each adventurer can take 2 town actions to use the town's features, such as its trainer or shop (see Town Encounters, page 38).

   - **Overland Encounter:** These are triggered when the party moves into a hex with a landmark. In this case, the party must draw an overland card which describes an encounter that occurs in the wilds of Tamriel (see Overland Card Anatomy, page 37). The landmark at that location determines the type of overland card it draws as described below.

     - **Peaceful landmark ( ):** Draw a peaceful encounter card.

     - **Conflict landmark ( ):** Draw a conflict encounter card.

     - **Unstable landmark ( ):** Roll the unstable die and draw the type of overland card matching the icon result. If the result is , trigger a town encounter with a traveling caravan instead (see Traveling Caravans, page 38).

     If a choice icon on the back of the overland card is the "unstable" version of itself (with the icon appearing inside a red circle), it is an unstable choice. If the party is at an unstable landmark, they **must** resolve that choice (that choice is optional if not at an unstable landmark). After the party completes an encounter at an unstable landmark, each adventurer gains 2 tenacity during the Reward Phase (see page 43).

Unstable Die

   Note that it is possible for the party to end its movement in a hex with no icon and trigger no encounter; these hexes without icons have no game effect.

After the party resolves a **peaceful** encounter card, set that card aside until the end of the day so its icon can be referred to when activating the province's effect (see End of Day Phase, page 45).

Overland Map

Each map is divided into hexes that contain the various terrain features the party interacts with, each of which has its own map icon as described in the section above. The map also includes a compass that shows the cardinal directions, as well as the directions associated with specific die rolls. Some gazetteers and quests instruct the party or NPC tokens to move in specific ways across the overland map (see NPC Overland Movement, page 46, and Map Definitions, page 58).

Compass rose on the map

Overland Tokens

The overland map uses several types of mini-chip tokens to show the position of the party, NPCs, and important locations, as well as to track the state of province effects. Each province effect and quest describes which specific overland tokens are placed during setup, how NPC and tracking tokens move during play, and when they are removed. Some encounters also use these tokens on the battle map.

Party Token: Indicates the party's location on the overland map.

Objective Token: Indicates important objective locations on the overland map or battle map.

NPC Token: Indicates NPC location on the overland map.

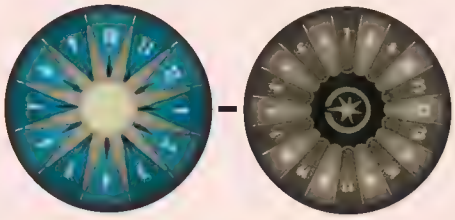
Counter Token 1: Indicates the state of overland map tracks (such as Black Marsh's weather).

Counter Token 2: Indicates the state of overland map tracks in addition to .

New Day and Overland Phases Example (Day 1)

A campaign begins with the first New Day Phase. The players did not set the Day Dial during setup, so they set it to 1 now. Additionally, Black Marsh's province effect says that at the start of their first day in Black Marsh, the players must place a overland token on the Sunny weather spot on the weather gauge at the edge of Black Marsh's overland map. They do so, then move on to the Overland Phase.

Adventurers must spend their first day in their starting town, so the party remains in Lilmoth during its first Overland Phase, which triggers a town encounter that must be resolved in the Encounter Phase.

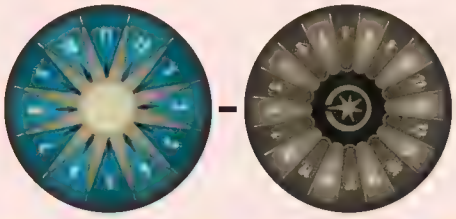


New Day and Overland Phases Example (Day 2)

As day 2 begins, the party advances the Day Dial to 2. Their current quest step says it is completed by traveling to either Stormhold at the extreme north of the map, or by traveling to nearby Stonewastes.

During the Overland Phase, they decide to move the party token 3 hexes northwest from Lilmoth and toward Stonewastes. Because the weather is now Rainy (it changed during the previous End of Day Phase), the party's base movement rate is 2. The party must use fatigue movement to move its last hex, which means each adventurer adds 1 light fatigue to their cooldown track.

The party stops at the unstable landmark (✲) hex southeast of Dead-Water Village. The party does not trigger a quest encounter at its location, and it is not in a town. Because the party is at a ✲ hex, a player must roll the unstable die to determine what kind of encounter the party triggers. They roll a 👁 result, which means they must draw the top card of the Peaceful Overland Deck. They draw Mending Fences, then move on to the Encounter Phase to resolve this encounter.



Party Size

Throughout your game, you will frequently see encounter and effect text referring to the party size (🎧) icon. This icon is a variable that represents a number equal to the number of adventurers in the party (whether defeated or not). Companions are not counted when determining this number (see "Adventurers" under Party on page 90).

This icon is used to balance game effects with the number of players. When this icon appears, you will frequently be required to add, subtract, or multiply 🎧 with another value.

Encounter Phase

The party resolves the encounter it triggered during the previous phase. Town encounters are resolved by taking actions in that town (see Town Encounters, page 38). Other encounters are resolved as described by their text, either in the gazetteer or on the overland card.

After resolving the encounter, determine its success before proceeding to the Rewards Phase (see Encounter Results, page 38).

If the party triggered no encounter, it **skips** this phase.

Resolving Encounters

Quest and overland encounters must be successfully completed to earn their XP or other rewards. If an encounter allows the party to choose how to complete it, the party **must** choose 1 option. If the party does not meet the requirements for a choice, it cannot choose it.

Encounters have 2 outcome types: peaceful or battle. When an encounter appears on an overland card, its outcomes are indicated by an icon (see below):

- A peaceful (🔥) outcome resolves the encounter without the players taking part in a battle.
- A battle outcome is resolved on the battle map. There are 3 modes of battle: clashes (⚔), delves (⛏), and dungeons (which do not appear on overland cards and have no icon).

Quest encounters are described either in their province's gazetteer or on a side quest card and are triggered and resolved as their text specifies. Both guild and side quests are described further on page 46–page 48.

Overland encounters are described on overland cards and resolved as explained in the Overland Card Anatomy on page 37.

Overland Card Anatomy

Front (Story Side)

1. **Type:** This is the type of overland card. Peaceful encounter cards show the icon; conflict encounter cards show the icon.
2. **Title.**
3. **Story Text:** This explains your adventurers' latest predicament.
4. **Province Code and Card Number.**

Back (Choices Side)

5. **Outcome:** This icon signifies the type of outcome players must resolve. A choice icon that is within a red circle is the "unstable" version of itself. If the party is at an unstable landmark, they **must** resolve that choice.
   - Clash ( ) choices are resolved as a clash battle.
   - Delve ( ) choices are resolved as a delve battle.
   - Peaceful ( ) choices are resolved by following the card's instructions.
6. **Choice Title.**
7. **XP Reward:** This indicates XP ( ) that the party gains for successfully completing this choice. The party increases its XP Dial by this amount during the Reward Phase, and each adventurer will gain this XP to spend (see page 43).
8. **Instructions Text:** This describes any specific instructions for that choice, such as additional rules for a battle, consequences for a choice your adventurers have made, or additional rewards the party may gain in addition to XP.
9. **Additional Choices:** Each other encounter choice is shown below the first, with its own elements as described above.
10. **Battle Info:** If this choice results in a battle, this describes the battle.
    a. **Clash Setup Diagram:** If any of the card's choices result in a clash, the setup diagram is shown above the battle info. The setup diagram applies to all choices on the card with a outcome.
    b. **Info Box:** This includes the battle's objective, additional conditions, and challenge modifier (if any).
11. **Overland Icons:** These icons appear on peaceful encounter cards. During each End of Day Phase (see page 45), compare the overland icon(s) on the current card to the province effect at the front of the gazetteer and/or to your specific quest's instructions.

1
MENDING FENCES
2
As you pass by a small saltrice farm, you see a shirtless, middle-aged Argonian struggling with a broken fencepost that's sunk into the mud. Spotting you, he attempts to wave you over, cursing as the effort allows the post to slip back into the mire.
3
BM-15
NOT MUSHROOM TO MOVE
One of Morrowind's towering mushrooms has fallen from the crest of a hill, rolling down to rest at the base. You approach with curiosity; the giant stalks are usually quite hardy, and it's odd to see one felled by the elements.
As you draw nearer, however, a short, stout Orc jumps out from behind the head of the fallen fungus, his eyes red with fury.
"This is OUR mushroom!" he bellows, flecks of toadstool spewing from his mouth with every syllable. "You can't have any!"
Before you can protest that you never wanted any to begin with, the Orc
4
MW-02
5
You don't have time for this!
8
Help make the repairs.
9
Unstable: Adventurers must choose the true damage unless it would defeat them.
11
6
7
Food fight.
Add level 5 Orc Marauder to the EP and deploy it first.
Unstable: Enemies go before adventurers each round.
10a
10b
Battle Objective - Conquer
with level 10: Orc Wizard.

Peaceful *Conflict* *Peaceful* *Conflict*

Overland Encounter Example (Day 2)

During the Encounter Phase, the players read the Mending Fences card's story text and then flip it over to see that it has 2 peaceful (🔥) encounter choices. They must resolve the encounter by making a choice, so they read the options on the card.

The first option on the card would allow them to pass by and travel 3 extra hexes on their next day but gain only a 1 XP reward. The second option would let them stop to help and gain a 2 XP reward, but would also require each of them to either be dealt 2 true damage or add 3 fatigue to their cooldown track, then skip the Adventurers Rest step of the End of Day Phase. However, the second choice's icon is in a red circle, meaning that it is unstable. Because the party is on an unstable (✲) landmark, the players **must** resolve the unstable choice. Further, because Mending Fences states that if the party is on an unstable landmark when resolving the second choice, each adventurer must choose to resolve this option by being dealt 2 true damage. This damage will not defeat either adventurer, so both must resolve this option. Neither adventurer can reduce the damage, so each removes 2 HP chips from their stack. The encounter is then successfully resolved, and the players move on to the Reward Phase.

MENDING FENCES
As you pass by a small saltrice farm, you see a shirtless, middle-aged Argonian struggling with a broken fencepost that's sunk into the mud. Spotting you, he attempts to wave you over, cursing as the effort allows the post to slip back into the mire
"The Dark Elves think all is forgiven now that the Pact has been signed," the farmer spits. "But they still control the saltrice markets, and they didn't respect the land they worked if it wasn't home to a Mer. I'm trying to get by on my own now, but it's getting harder all the time to have anything left over after I feed the kwama. Care to lend a hand for an afternoon?"
BM-15

Front

You don't have time for this! 1
Persistent: After your next Overland Phase, you may move the party up to 3 additional hexes. Then, discard this card.
Help make the repairs. 2
Each adventurer either gains 3 light fatigue or is dealt 2 true damage. Skip today's Adventurers Rest step, unless you are occupying Xal Ithix or Hutan Tael.
Unstable: Adventurers must choose the true damage unless it would defeat them.

Back

Encounter Type Icons on Overland Cards

	Regular	Unstable
Peaceful	🔥	🔥
Clash	⚔	⚔
Delve	🔦	🔦

Encounter Results

A peaceful encounter is automatically successful unless otherwise noted. A battle encounter is successful if at least 1 adventurer remains undefeated on the battle map and the party has achieved the objective for that encounter. Battle objectives are described on page 86. If the party does not fulfill a peaceful encounter's requirements or achieve a battle's objective, the encounter is failed.

Town Encounters

These encounters are described in the gazetteer and are triggered when the party ends its overland movement in a town or rolls a 🏘 result on the unstable die while at an unstable landmark (see Traveling Caravans, below).

Some towns can become closed as a result of encounters or quests. When this happens, the party must note it in the campaign journal. While a town is closed, the party cannot move into that town's hex.

To resolve a town encounter, refer to the town's entry in the gazetteer and follow these steps:

1. **Check Town Effect:** Resolve this effect if it is triggered at the start of the encounter.

2. **Reveal Trainer and Shop:** Most towns have a shop feature and a trainer feature, each of which has components that must be revealed.

   - **Shop:** Draw a number of common item (🎒) and legendary item (🎁) cards equal to the shop's values for each type and place those cards faceup. Items not taken from the shop are discarded at the end of the town encounter.

   - **Trainer:** Draw the number of skill line tokens specified in the gazetteer entry from the trainer bag and place them within reach of all players. If a trainer's constellation icon is faded out, set aside any skill line token of that constellation that is drawn and redraw another, returning the set-aside tokens to the bag when done. Tokens not taken from the trainer are returned to the trainer bag at the end of the town encounter.

3. **Complete Side Quests:** If the party has side quest cards that can be completed during a town encounter, gain those quests' rewards and discard those cards now.

4. **Town Actions:** Each adventurer can take up to 2 town actions to use town features or take actions granted by abilities (see page 39).

Traveling Caravans

Adventurers may sometimes encounter traveling caravans in the wilderness of Tamriel, especially at unstable landmarks (✲). Each province has a caravan entry in its gazetteer. When the party encounters a caravan, it is resolved as a town encounter using that entry.

Town Effect

Some town encounters have an effect section that can trigger an event before adventurers take their individual actions. This section of the town entry describes how it is triggered.

Some town effects can only be resolved once during a session. If this is the case, that encounter will instruct the party to record the effects in its journal.

Some town effects offer multiple choices. If so, the party must choose **only 1** when it resolves that event.

Town Actions

Each adventurer may take up to 2 actions during a town encounter—representing the resources provided by your guild to purchase services and supplies in towns. For each action, an adventurer can use 1 of the town's features, which are shown in the gazetteer (see page 40), or use the guild town action on the party's guild card.

There are 2 types of actions:

- **Personal Actions:** These actions are chosen individually and can be resolved simultaneously with those of other adventurers. Using a town feature is a personal action unless otherwise noted. An adventurer can spend multiple actions to use the same town feature during an encounter, except the town square, which each adventurer can choose once per town encounter.

- **Group Actions:** These actions must be taken cooperatively and appear with the word "group" after their name (some quest steps also require the party to take a group town action). Each adventurer must contribute 1 of their town actions towards a group action.

Town Features

The following features can appear in towns. If a town feature is faded out and/or marked as closed, it is not present and the related actions cannot be taken. Adventurers may interact with features according to the rules below:

1. Shop: This feature offers a selection of items that adventurers can add to their inventories (see Item Cards, page 28). A town's shop section lists the total number of common and legendary cards that are drawn and become available during that encounter. When an adventurer visits the shop, they take 1 of the drawn cards. After the town encounter ends, any remaining faceup item cards are discarded.

2. Trainer: Trainers enable adventurers to add available skill lines. If a town has trainers, the gazetteer will specify how many skill line tokens are available. Some trainers only make skill lines of 1 or 2 constellations available (see Skill Lines, page 22).

3. Inn: When an adventurer uses an inn, they are healed to their maximum HP. They must remove all light fatigue, overfatigue, and status dice from their cooldown track and must recover all exhausted and drained skill dice.

4. Quest Board: An adventurer draws 2 side quests and chooses whether to accept 1 of them on behalf of the party. Unchosen side quest cards are discarded; if neither quest is accepted, both cards are discarded. Side quests are described on page 48.

5. Guild Kiosk: This enables an adventurer to use their guild's unique town action. Each guild's action is described on the guild card chosen during setup.

6. Town Square: An adventurer who uses the town square may trigger the ability described there. Each adventurer can visit a town square once during a town encounter. Note that some abilities can be group actions that involve all adventurers.

7. Alchemy Station: An adventurer can refresh 1 expended here. Potions and other item subtypes are described on page 29.

Lilmoth page from Black Marsh Gazetteer

Town Encounter Example

The party resolves its town encounter at Lilmoth, so Ryan and Shannon refer to Lilmoth's entry in the gazetteer.

1. There is no town effect to trigger at the start of the encounter. Instead, Lilmoth's Oliis Bay Tradeways ability affects an adventurer who visits the town's shop (see below).

2. The players reveal the shop's item cards and the trainer's skill lines.

a. Lilmoth's shop has 6 common items and no legendary items. The players draw 6 common cards: Oak Lightning Staff, Bravil Melon Salad, Steel Maul, Old Aldmeri Orphan Gruel, Stinkhorn Tonic, and Palefrost Elk.

b. Lilmoth's trainer has 5 skill lines, so the players draw 5 tokens from the trainer bag and place them near the gazetteer: Acrobatics, Daedric Summoning, Heavy Armor, Restoring Light, and Shadow.

3. At this time, the party would resolve side quests that it could complete, but the party has no side quests to resolve yet.

After setting up the encounter, each adventurer has 2 town actions.

- Neither adventurer spends a personal action to visit the inn.
- The party's Undaunted guild card gives each of them the Treasure Seekers town action, which gives each of them the option to discard all items in the shop, refresh them, and take any 1 item from the new selection. However, both adventurers like the current selection, so neither of them decides to use this action.
- Ryan wants future access to healing abilities, so he spends his first action to visit the trainer and take the Restoring Light skill line token. Then, he adds it to the right slot of his fourth attribute row.
- Shannon thinks the Shadow skill line will pair well with her One Hand and Shield and relatively high Stamina, so she also visits the trainer and adds that token to the right slot of her third attribute row.
- Ryan spends his second action to visit the shop. The shop has many common cards to choose from; fortunately, Lilmoth's Oliis Bay Tradeways effect says that when an adventurer would shop for items, they take 2 cards instead of 1. Ryan takes the Oak Lightning Staff and the Bravil Melon Salad. Since his ready slots are not full, he decides to add both item cards to his ready slots.
- Shannon decides to visit the quest board, which allows her to draw a side quest card. She draws the top 2 cards from the Side Quest Deck, which are The Dark Forces of Greed and The Prodigal Bandit. The players read both cards; they agree that The Dark Forces of Greed looks easier to accomplish, since they are already close to Black Marsh's southernmost conflict landmark. Shannon takes that card, accepting it as a side quest for the party. After this, both adventurers have used their town actions, so the Encounter Phase is completed. The players proceed to the Reward Phase.

Social Checks

Some encounters give the party the opportunity to resolve a social check to access otherwise unavailable choices or to gain additional rewards. If the party succeeds at a social check, it gains the benefits described. If the party fails, the associated choice cannot be selected or the additional reward is not gained. Each social check can be attempted only once.

Difficulty Value

A social check can be made only during an encounter that specifically offers the choice to perform one and includes its difficulty value in parentheses within that choice's text. A difficulty value is typically based on a fixed value that is either added to or multiplied by the number of adventurers (☊).

Social Check Sequence

To make a social check against a stated difficulty value, follow this procedure:

1. **Gather and Roll Dice:** Adventurers with relevant skill dice, usually Speech dice, may choose to gather and roll available dice that would assist them in the social check.

2. **Spend Tenacity:** Each adventurer may choose to spend any amount of tenacity. The party can discuss these decisions together, but each adventurer must then commit to spend their own tenacity.

3. **Resolve the Attempt:** Compare the party's total die results and spent tenacity to the difficulty value. If the combined total equals or exceeds the social check difficulty, you succeed at the check and gain the described benefit in addition to the choice's outcome. If the total is less than the difficulty, you fail the check but resolve the choice's outcome as described. Regardless of success, all skill dice rolled in the social check are exhausted.

Social Check Example

The party triggers the Dark Forces of Greed side quest encounter and succeeds at the resulting clash battle. Afterward, it chooses to attempt to swindle the mage. This choice also includes a social check that, if successful, allows 1 adventurer to gain the Glyph of Stamina ✦ item (in addition to the choice's reward).

1. The party decides to try the social check. It has a difficulty value of ☊ + 3. There are 2 adventurers in the party, so the difficulty value is 5. Ryan has 3 tenacity to spend and Shannon has 1 tenacity, so together they cannot succeed by only spending tenacity.

2. However, Shannon has the Speech skill line trained and has 1 available Intimidating Presence die. The Speech line's ability allows any die from that line to be rolled during a social check to add its numeric value to the party's total for the check. She decides to roll the die—which must be done before adventurers spend tenacity—resulting in 1 of its ❶ results.

3. After seeing the result, each adventurer decides to spend all of their available tenacity, for 4 total spent tenacity. Adding Shannon's die result, the party's total is 5, which equals the social check's difficulty value, so the check succeeds. Shannon must also exhaust her rolled die, as the rule for social checks requires. The attempt is resolved, and the party has also resolved the encounter's choice, so the party chooses for Ryan to gain the Glyph of Stamina.

Reward Phase

The party gains any rewards from the encounter it resolved during the previous phase. Then, the party members update their adventurers, following the steps below in order.

If an encounter has a reward, it is shown as an ✪ icon next to the encounter or described in its text.

1. Gain Rewards: Gain all XP or other rewards for succeeding at the encounter. If you failed, do not gain the encounter's rewards. The party leader increases the party's total XP earned on the XP Dial by the value next to the ✪ icon. Each player also adds this amount to their current unspent XP balance on their adventurer mat. This unspent amount can exceed 3 until the end of the Reward Phase. If it does, the player keeps track of the total themselves. Players may spend XP in the Gain Advancements step (see step 3, below).

- Some encounters refer to gaining bonus XP. This XP is not added to the party's XP Dial, but must instead be tracked by individual adventurers. It is otherwise spent and treated like standard XP.
- Skyshard XP rewards in delves are gained after an encounter with an Uncover objective even if the encounter was failed, so long as the party was not defeated. Skyshards are explained with delves on page 78.
- If other rewards are gained—such as item cards or advancements—do as the encounter instructs. If an advancement is gained, add it to each affected adventurer's mat during this step.
- If the party's overland token is at an unstable landmark (✲) and it completes a peaceful or conflict overland encounter, or traveling caravan town encounter, each adventurer gains 2 tenacity, regardless of whether the encounter was successful.
- If the party gains a special achievement—such as a quest keyword or access to a closed town—record it in the campaign journal.

2. Untrain: Each adventurer may untrain and remove (at no XP cost) any skill lines, skill dice, or stat tokens to make room for other advancements.

- Skill lines can be untrained. If a skill line is untrained, all of the dice for that line must be removed. XP spent on those advancements is **not** regained. Skill lines and dice that have been previously untrained can be added again by training and spending XP.
- If skill dice are untrained, slide the remaining dice along the row toward the skill line token to fill any gaps between that line's dice, so that the farthest slots along that line are empty and there are no gaps between that line's dice.
- The Health and Stamina stats, as well as the Combat skill line, cannot be untrained, but their square tokens or dice can be. The Magicka stat can be untrained.

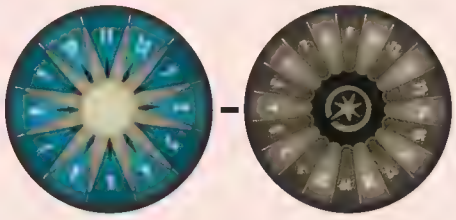
3. Gain Advancements: Each adventurer may spend XP on advancements (see page 31). An adventurer's saved XP cannot exceed 3. At the end of the Reward Phase, each unspent XP in excess of 3 increases your tenacity tracker by 1, up to that track's maximum (see Tenacity, page 25). Each adventurer may spend XP on advancements or complete any other advancements gained from the encounter's rewards. Saved XP may be spent, whether gained from this encounter or unspent from previous encounters.

4. Track Quests: Track any progress made toward the party's quests that requires notes in the party's journal, such as tallying encounters.

Reward Phase Example (Day 2)

After resolving day 2's encounter, the adventurers complete the Reward Phase.

1. First, the party gains its reward for succeeding at the encounter. The party's encounter choice granted a 2 XP reward, so the party increases its XP Dial from 2 to 4. Each adventurer also adjusts their XP tracker peg to show they have 2 available XP.

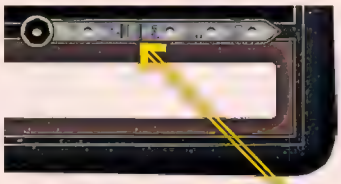


The group XP is rotated from 2 to 4.

Ryan's XP increase

Shannon's XP increase

2. The party resolved the encounter at an unstable location (✲) on the overland map. Because of this, each adventurer gains 2 tenacity for resolving the encounter. Each adjusts their tenacity peg to show this.



Ryan's tenacity increase

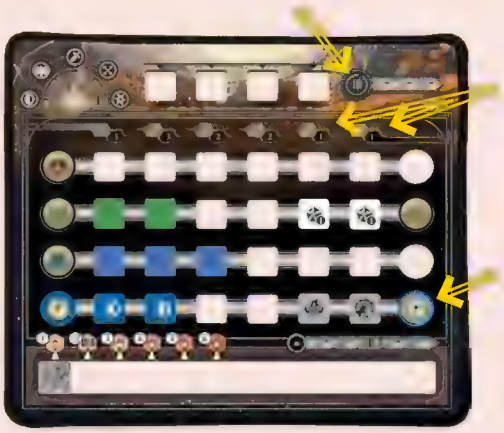
Shannon's tenacity increase

3. Next, the adventurers each decide whether to untrain any of their stats or skills. At this point in the game, neither wants to do so.

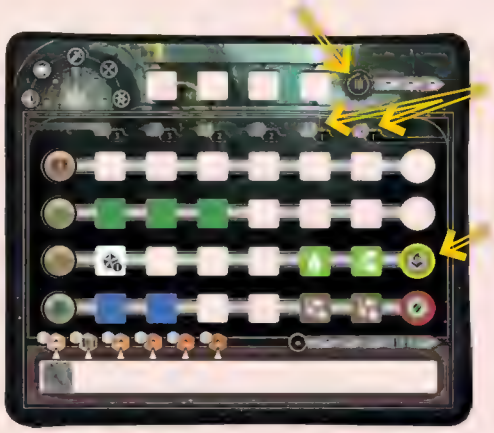
4. After this, the adventurers gain their advancements and spend XP individually.

a. Ryan spends 1 XP to add 1 Purge skill die (a level 1 skill) to his Restoring Light skill line. That skill line's round token is at the right side of its row, so the XP cost to add this die is set by the number in the black box above the rightmost column, where the die will be placed. He also spends 1 more XP to add a Hasty Prayer skill die, which is Restoring Light's other level 1 skill. Ryan has spent all XP from his individual tracker and adjusts it to its 0 position.

b. Shannon spends 2 XP to add 1 Shadow Cloak skill die and 1 Refreshing Shadows skill die to her Shadow skill line; these are both level 1 skills. As above, each of these advancements costs 1 XP, as set by the numbers above the column each die is placed in. Shannon then adjusts her XP tracker to 0.



Ryan's adventurer mat after rewards



Shannon's adventurer mat after rewards

5. Finally, if the party's current quest step would require players to track quest progress resulting from the encounter, they would do so now. The step does not require this, so the party skips this step. Then, the Reward Phase ends.

End of Day Phase

This phase is divided into 2 parts. First, the activation of any province effect on the overland map is resolved. Then, the party rests and may trade items.

1. Activate Province Effect: Provinces have province effects that are resolved during the End of Day Phase. You can learn more about each individual province's effect by checking for this information in the related gazetteer. If the effect is tracked using tokens on the map's hexes or a gauge along its edge, check whether those tokens activate. To do so, follow the substeps below in order:

- Refer to the overland icon on the current **peaceful** overland card. If the party drew a peaceful encounter card during the **Overland Phase**, refer to that card's icon. If the party did not draw a peaceful overland card, draw 1 now. Then, compare the overland icon to the key in the front of the gazetteer to determine if the province effect activates. If it does, follow the province's rules to resolve the activation. Some cards have no icon, and the effect of this is also explained in the province's rules. If the card has multiple icons, resolve each icon in the order they appear from left to right.
- Discard or cycle the current overland card(s). If the party resolved a card's encounter during the **Encounter Phase**, discard it. If the party drew a separate peaceful overland card for this phase (to resolve its overland icon), cycle it to the bottom of the deck.

2. Adventurers Rest: During this step, the adventurers heal, remove dice from their cooldown tracks, and exchange items with each other. ***Important:*** While playing on Expert difficulty, an adventurer must discard an item to resolve this step. If the discarded item is a , the adventurer may resolve that item's effects before discarding it (if applicable).

- Each adventurer heals for a number of HP based on the game's difficulty—including defeated adventurers, who are revived when their HP is raised above 0 (see Difficulty Levels, page 13, and Defeated Adventurers, page 67).
  - **Apprentice:** Heal for 2 HP.
  - **Adept and Expert:** Heal for 1 HP.
- Each adventurer chooses and removes a number of dice from their cooldown track based on the game's difficulty. The dice can be of any type and in any position in their cooldown track, so this is not a Recovery step and is not impacted by their Cooldown stat.
  - **Apprentice:** Remove 2 dice.
  - **Adept and Expert:** Remove 1 die. The cooldown track and Cooldown stat are discussed in detail on page 23.
- Each adventurer may trade any number of item cards with other adventurers, move items freely between their ready slots and pack, and discard items.
- Trigger any effects with "end of day" timing, such as the party's guild assist ability (see Guild Assist, page 51).

This completes your day! Start over at the New Day Phase.

End of Day Phase Example (Day 2)

After the Reward Phase, the players complete day 2.

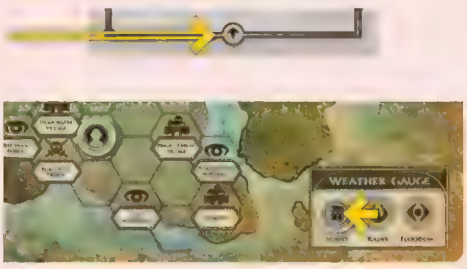
1. At the start of day 2's End of Day Phase, the party must again activate the province's effect. Because the adventurers had a peaceful overland encounter, they refer to the Mending Fences card they drew, which shows . The party sets the Black Marsh weather gauge to Sunny, which gives the party a base overland movement rate of 3 hexes on the next day. The party resolved its overland card, so after setting the weather gauge, it discards that card in a separate discard pile (instead of cycling it back in).

2. After this, the party would normally move onto its Adventurers Rest step, but its encounter choice requires it to skip that step. At the Adept difficulty level, each adventurer would heal for 1 HP and also remove any 1 die of their choice from their cooldown track, but this day they do not.

a. Ryan now has 2 HP remaining. He keeps the 1 light fatigue die he gained from overland fatigue movement this day.

b. Shannon has 3 HP remaining. She also keeps the 1 light fatigue die she gained.

Because they skipped the Adventurers Rest step, neither adventurer can trade any items, so day 2 ends.



The symbol on the card means the weather changes to Sunny.

NPC Overland Movement

Some province mechanics or quests add NPC tokens to the overland map (see Overland Tokens, page 35). NPC tokens are typically instructed to move in a specific direction or toward a specific feature on the map (see Map Definitions, page 58). When a token moves, it must move a number of adjacent hexes as specified along the shortest route available (see Map Definitions, page 58). It will use its full movement unless it is able to reach its instructed destination using less movement. If there are multiple possible routes, the party chooses which route that token will take.

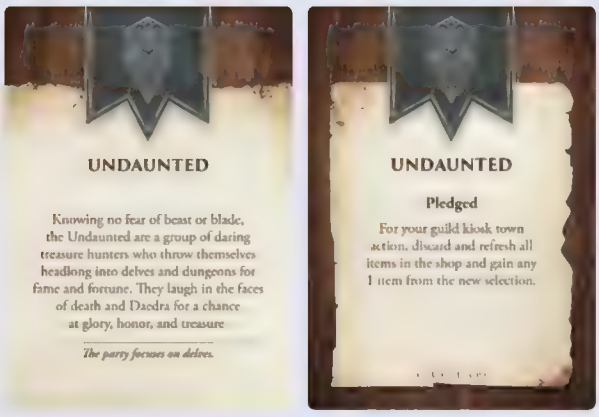
- If there are no eligible routes for an NPC token to move when instructed, it does not move. If the token is instructed to move in a specific direction and there are no adjacent hexes in that direction (such as at the edge of the map), the token ends its current move.
- If the rule or quest that places an NPC token on the map does not specify a hex to place it in (or there are multiple possible hexes), the party chooses the hex.

Quests

Quests are the goals your party is tasked with completing. Quests that your party has accepted but not completed or discarded are active quests.

There are 2 types of quests: guild quests and side quests.

Guild Card


UNDAUNTED
Knowing no fear of beast or blade, the Undaunted are a group of daring treasure hunters who throw themselves headlong into delves and dungeons for fame and fortune. They laugh in the faces of death and Daedra for a chance at glory, honor, and treasure
The party focuses on delves.
UNDAUNTED
Pledged
For your guild kiosk town action, discard and refresh all items in the shop and gain any 1 item from the new selection.

Undaunted guild card with guild description (front) and guild kiosk ability that can be taken as a town action (back). Town actions are described on page 39.

Guild Quests

Your party can have only 1 active guild quest at a time, which defines the party's main quest for that session. If the party is unable to complete its guild quest by the end of day 12 or fails any of that quest's steps (see below), it has failed at the session's goal, which ends both the session and campaign (see Campaigns, page 49).

Guild quests are specific to a single province of Tamriel. They also frequently identify 1 or more quest units—unique, powerful units who need to be located and either defeated or aided to complete that quest and the session (see Quest Units, page 54).

The guild quest's steps appear in the current province's gazetteer. Your party's guild is represented by the guild card, which shows the guild's icon. Each guild card also describes an ability the party's adventurers can use as an action during town encounters (see Guild Card, above, and Town Actions, page 39).

Once during each campaign, the party can call on its guild's support for a dramatic, sudden assist either during battle or to help it move quickly across the overland map. This is called a guild assist and is described on page 51.

Quest Steps

Guild quests are broken into multiple steps in the gazetteer that must each be completed one at a time by following specific instructions. Players are not permitted to read ahead to future quest steps unless specifically instructed. Each step has a code with a letter and number, identifying its order within its quest and number within its gazetteer. Steps within a quest are resolved in alphabetical order, beginning with Step A. The party completes its quest step at the **end of an Encounter Phase** in which that step's objective requirements are met or that step is failed (unless the quest specifies a different timing).

When the current step is completed, proceed to the next as directed; then, read that step's instructions. The final step of a quest is the epilogue step. This does not trigger an encounter, but instead completes the quest's story and gives the party a quest keyword that may come in handy in a future session. Quest keywords do not have inherent rules but can affect the choices available in future quests and the conditions for the campaign's endgame. Epilogue steps also control the choices available to the party for its next guild quest. Campaigns are explained on page 49–page 50.

The party fails its quest step if it fails that step's quest encounter unless that quest step says otherwise, regardless of if it is a peaceful or battle encounter. The quest step describes if a peaceful quest encounter can be failed, or if a battle encounter can be failed without that quest also failing. If the party fails its quest step, its session and campaign end (see Ending the Session, page 48, and Losing the Campaign, page 50). While a guild quest remains active, leave the gazetteer open to the current step or bookmark it so that it is ready to reference.

Linked Steps

Some quest steps are directly linked to the previous step and must be completed during the same day. If a step is linked in this way, its instructions will indicate that its encounter must be triggered immediately after completing the current step and explain how this affects the current day's phases (such as delaying the Reward Phase).

Guild Quest Step Anatomy

1. **Step Code:** This code includes a letter and a 2-digit number. The letter is the step's alphabetical order within its quest. The number is the step's unique identifier within its gazetteer. The first step code of each quest also includes a numeric complexity rating.
2. **Quest Title.**
3. **Guild:** This is the name of the guild the quest belongs to.
4. **Session Snapshot:** This appears in the first step of a quest and briefly summarizes what the players can expect.
5. **Story Text:** This describes the characters and situation involved in this step.
6. **Starting Location:** This appears in the first step. The party token is placed in this town's hex on the overland map after the quest is chosen.
7. **Special Setup Instructions:** This describes any additional setup for the quest step, including the location of NPC tokens on the map and any specific quest units, item cards, or other components that are set aside.
8. **Quest Objective:** This section describes any specific instructions or choices that can be made to complete the current step. It also describes any additional rules or consequences for this step. If the text refers to any of the game's 3 battle modes (clash, delve, or dungeon), this quest encounter is resolved following the rules for that type of battle (see page 54). ***Note:*** The quest objective section also includes a recommendation for what day the objective should be completed by. This is not a requirement, but if the party completes the objective after the recommended day, it may put overall quest success in jeopardy.
9. **Ongoing Step Effects:** This section describes any ongoing rules or effects that are active while the party is working on completing the current step. These effects are active even outside of quest encounters, and will only deactivate once the party has completed the step and moved on to the next one.
10. **Rewards:** This shows any XP (✪) rewards that the party gains for successfully completing the step.
11. **Battle Map Setup Diagram:** If the step results in a clash battle, the setup diagram is shown here (see Clash Setup, page 71). If there are multiple choices with a clash outcome for this step, the setup diagram applies to all of them.
12. **Battle Info:** If the step includes a battle, this describes the battle's objective, as well as the battle's challenge modifier, if any (see Clash Setup, page 71; and Battle Objectives, page 86).

Side Quests

These quests are typically chosen at town quest boards. Side quests are optional opportunities for rewards that are independent of the party's guild quest. Each side quest has its own requirements for completion. The party completes its side quest at the end of an Encounter Phase in which that quest's requirements are met (unless the quest specifies a different timing).

Though individual adventurers may choose which side quests to gain, active side quests are shared between the entire party. Your party can have up to 4 active side quests at a time. If the party would gain a side quest and exceed this limit, it must either discard 1 of its current side quests or the side quest it would gain. The party can also choose to discard 1 or more side quests at any time.

There is no inherent penalty for leaving an active side quest uncompleted unless that quest's card says otherwise. If you cannot meet the requirements to complete a side quest, you cannot complete that quest but may keep the card until the end of the session.

Side quests are not specific to a single province. Instead, they often refer to map features, such as landmarks, that are found across Tamriel (see Overland Map, page 35).

Ending the Session

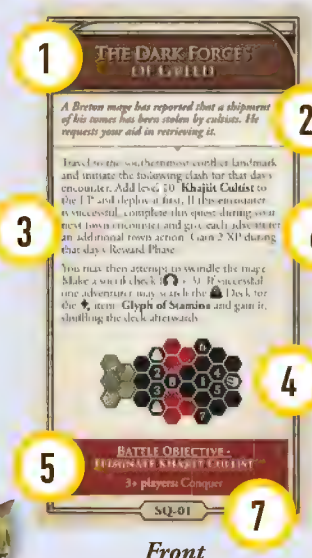
A game session ends after the party either succeeds or fails at its guild quest. If you succeed, complete that day's Reward Phase but skip the End of Day Phase. Instead, follow the steps under Successfully Completing a Session to save your game for the next session in the campaign (see page 49).

If you succeed at your second session's guild quest, you can proceed to the endgame at the start of your next session. You must succeed at that session's quest to win the campaign (see Campaigns, page 49 and Endgame, page 51).

If you fail any of your guild quest's steps or have not succeeded at your guild quest by the end of the session's 12-day limit, you fail that quest. This ends the game session and the campaign.

Side Quest Card Anatomy

1. **Title.**
2. **Story Text:** This describes the characters and situation involved in this quest.
3. **Instructions Text:** This describes any specific instructions for the quest, such as setup and encounter trigger.
4. **Clash Setup Diagram:** If the quest results in a clash battle, the setup diagram is shown here (see Clash Setup, page 71).
5. **Battle Info:** If this quest results in a battle, this describes the battle's objective and any other specific conditions (see Battle Objectives, page 86).
6. **Completion and Rewards Text:** This describes any separate choices for completing the quest and any rewards gained. Note that this is not always separated from the instructions text.
7. **Card Number.**



Front

Back

Campaign Journal

As the party proceeds through the campaign, it uses its campaign journal to write down information that cannot be tracked on the adventurers' mats. The journal records each session's events on a single sheet for reference later, especially at the start of future sessions. Journal sheets are provided on the included pad or can be printed from the Chip Theory Games website (https://chiptheorygames.com/support).

Campaigns

The Elder Scrolls: Betrayal of the Second Era is best played as a campaign taking place across 3 game sessions. A session ends after the party either succeeds or fails at its guild quest. The rules for connecting these sessions together are explained below.

Successfully Completing a Session

During the day the party succeeds at its guild quest, the players complete the Reward Phase but skip the End of Day Phase. Then, the session ends.

When your party completes a campaign session, the players need to record their progress and store their adventurers following the steps below. Do this before packing up the other components. Follow these instructions even if proceeding directly to the next game session.

1. The party reads its guild quest's epilogue step. This step wraps up the story of the current session's quest and gives the party instructions for choosing the province and quest for its next session. These instructions vary based on which session the party just completed.

- **Session 1:** Choose 1 of the available guild quest options from this session's epilogue. Note this choice in the party's campaign journal in the Session 2 Quest section; this will determine the province map and gazetteer used in the next session.
- **Session 2:** Read the Session 2-specific lore text that introduces the endgame in Session 3. The endgame always takes place in the same province as Session 2.

2. The party leader records any other relevant session information, including the party's XP Dial value, in the campaign journal.

- All of the party's uncompleted side quests must be discarded.
- Discard all set-aside cards with persistent effects on them (such as overland cards), and cross out all persistent effects logged in the campaign journal. Persistent effects last only for the session in which they are gained unless specifically stated otherwise.

3. Each adventurer does the following:

- Return all of your adventurer's HP chips, including bonus HP, to the supply. Adventurers will start the next session healed to full HP and with no bonus HP. Recover all skill dice and discard all fatigue or status dice from your cooldown track.
- Keep your saved XP and Cooldown stat at their current values. Reset your tenacity to 0.
- Keep your class sheet on its current side (if your class has been promoted, it remains so). Discard any class-related additional effects or components, such as the Necromancer's Necrosis Stack or the Warden's companions.
- Discard all expended items and any item with HP chips. Discard any active item cards. You retain your other item cards.

4. Each player places their sheets and cards on their adventurer mat and stacks their mat into their individual storage tray.

- Each player who has a deluxe adventurer inventory accessory can store their sheets and cards in the accessory on top of their adventurer mat.
- The party leader stores the campaign journal together with their adventurer.

5. Disassemble the other components and place them back in their storage trays, separating province- or quest-specific components from the general components.

Continuing a Campaign

The campaign experience is designed so that you can properly record your progress and store the components away between sessions, smoothly resuming the campaign when you are ready.

Campaign Setup

To continue a campaign, follow these steps:

1. Choose Difficulty: It is possible to choose a different game difficulty level from previous sessions (see Setup Procedure, page 13).

2. Set Up Adventurers: Each player takes their adventurer's mat, sheets, and cards from the storage tray and sets up their adventurer. Each adventurer starts at their full HP, with their saved XP, with no tenacity, and with all of their skill dice in their attribute rows. If the adventurer has promoted their class, they place their class sheet master side up.

- The previous session's party leader places the campaign journal and sets the XP Dial to the correct position.

3. Set Up Components: Refer to the journal from the party's last session to determine the province and quest for this session. Refer to the province's gazetteer for the rest of this procedure, starting with its gazetteer page (see Setup, page 12). Follow any additional setup instructions for the chosen quest or endgame. Then follow the setup procedure as normal, but leave the party XP Dial set at its stored position from the previous session (the Day Dial is reset to 1). Choose a party leader to fill out the journal for this session. That player will keep the same campaign journal page that was used in the previous session and add new information to it as needed.

Campaign Journal Anatomy

This form includes spaces for all party-level info for each session of the campaign.

Front

1. **Party XP:** This is the value of the party's XP Dial after the end of the previous session.

2. **Adventurer Names:** Each space is for an adventurer's name (and player's name, if desired).

3. **Session Quests:** These areas provide space for recording a session's guild quest and other related quest notes.

4. **Major Keywords:** This is for keywords gained from completing guild quests (see Quest Keywords, below).

5. **Minor Keywords:** This is for keywords gained from completing side quests or other sources.

Campaign Journal: front of sheet

Back

1. **Notes:** The back side of the journal is for any special province-specific notes, such as closed towns or special game effects. It can also include notes on the current session's quest, or the next session's province or quest choices, based on the quest completed during this session.

Campaign Journal: back of sheet

Losing the Campaign

Failing a session's guild quest (or campaign endgame) means your party has lost both the session and the campaign. To avoid this fate, your party can use its guild assist ability once per campaign. This powerful ability can rally adventurers during a battle or quickly move the party across the overland map in time for a crucial encounter (see Guild Assist, page 51).

If you truly lose the campaign, disassemble the components and store them as described in Successfully Completing a Session on page 49. And, before you lose heart, remember: the greatest heroes are tempered by hardship, and you can always begin a new campaign when ready! ***The Elder Scrolls: Betrayal of the Second Era*** features many possible guild quests across Tamriel's provinces, so new adventures always await.

Quest Keywords

Every guild quest, along with several side quests and encounters, allows the party to gain a quest keyword upon completion. These keywords do not have rules themselves but can be referenced by other quests or encounters. Most importantly, they can modify the endgame's difficulty (see below). During the endgame, each encounter's setup describes which keywords affect it and how. The party compares its keywords to those listed in encounter setup and resolves the relevant effects.

There are 2 types of keywords, each described below.

Major Keywords

These are gained from completing a guild quest and provide a benefit to your campaign's endgame. You only gain 1 major keyword during a session.

Important: If your party uses its guild assist ability during a session, it **must** record that in the Major Keyword field in the journal and **cannot** gain a major keyword from its guild quest for that session.

Minor Keywords

These are gained from side quests or other encounters. They can have either a positive or negative impact on your endgame, but are not guaranteed to appear in it; players should weigh this when deciding whether to pursue minor keywords. There is no limit to the number of minor keywords you can gain during a session. Note that if a minor keyword is gained multiple times, you must record it in the campaign journal each time it is gained.

Guild Assist

When the situation is dire, the party can call on its guild's resources for powerful assistance.

Once per campaign, the party may trigger its guild assist, either during a battle at the end of a round or during the End of Day Phase's Adventurers Rest step. A guild assist can be triggered only during Sessions 1 or 2 and **cannot** be triggered during the Session 3 endgame quest.

When this ability is triggered, each adventurer (including defeated adventurers) immediately heals to their full HP. Then, they remove all light fatigue, overfatigue, and status dice from their cooldown track and may recover any number of exhausted and drained skill dice. Each adventurer also draws 1 and 1 , gaining both (following normal inventory restrictions). Additionally, the party gains the benefits below depending on when they triggered their guild assist.

- **Battle:** The party may set the Round Counter to any number it wishes, and defeated adventurers who are revived are deployed to any unoccupied hex.
- **End of Day:** The party may immediately move its party token up to 6 hexes on the overland map.

After the ability is resolved, the party must add the keyword "Guild Assist" in its campaign journal's Major Keywords field for this session. After doing so, it cannot gain the keyword from its guild quest for this session.

Endgame

The crisis currently affecting Tamriel is far more vast than a single session can uncover. Your party can move on to the endgame of the campaign only after completing 2 game sessions, after which it will have earned enough success and experience to (hopefully) thwart a major threat to Tamriel.

Each province has its own endgame rules, which are described in its gazetteer. Endgame quests are different in several important ways. Each has a shorter day limit than a guild quest session, which is stated in its rules. Endgame quests represent a more intense session that presents the party with encounter after encounter. For this reason, endgame quests do not use overland movement for the party.

Endgame Setup

Follow these steps to begin the endgame:

1. Read the endgame rules for your province and reset the Day Dial to 1 (or to a value assigned by the endgame rules).
2. Set up the province's map and follow any additional setup instructions. Place tokens on each overland track for that province—such as Black Marsh's weather track. **Do not** place a party token on the overland map.
3. Refer to the endgame section to find your first step.

Endgame Phases

During each day of the endgame quest, the players complete each of the game's phases with the following exceptions.

- **New Day Phase:** The party still advances the Day Dial, but it does not need to compare the dial to the day limit.
- **Overland Phase:** Skip the Move Party step; the party's location is not represented by a token on the map, and abilities related to overland movement are ignored. During the Trigger Encounter step, the party automatically triggers the next endgame encounter in order.
- **End of Day Phase:** Skip the Activate Province Effect step unless instructed. Overland cards are not drawn during the endgame.

Endgame Encounters

Each endgame encounter is labeled with the day when it is resolved. The party completes each encounter in order.

Read the endgame encounter and complete any setup described. Then, refer to the keywords section of that day's encounter and resolve any effects for your party's keywords before or during the encounter.

Final Victory and Defeat

If your party successfully completes the endgame, you win the campaign! You have ended the crisis and saved Tamriel from utter disaster—at least for the moment. If your party fails the endgame, either by being defeated or failing to successfully complete the objective of an endgame step, your campaign ends in failure.

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Battle Rules

This section describes the rules used in battle. When an encounter results in a battle, it is played out on the battle map. Over the course of a session, battle map tiles are set up and disassembled for a variety of different battles. For this reason, it is strongly recommended to leave the center space of the play area open.

Modes of Battle

There are 3 modes for using the battle map, each representing a different style of battle. The mode is specified in the encounter's text. Some modes use the icons shown below.

- **Clash (⚔):** This is a sudden battle set on a single clash tile for a short, straightforward encounter. Clashes are described on page 71.
- **Delve (🔦):** This is a battle of exploration, where the party reveals and connects additional map tiles by drawing delve cards. Delves and delve exploration are described on page 74–page 79.
- **Dungeon:** This is a battle within one of Tamriel's strongholds and uses a diagram to set up a multi-tile map with special rules. Dungeons are described on page 80.

Each mode has its own setup rules, but all use the same rules for enemies and the enemy pool (see both below), as well as battle rounds (see page 57).

Enemies

In battle, the party's enemies are represented by double-sided chips, with each side showing an enemy of a different level. Level 1 and level 5 enemies back to each other and share a draw bag, as do level 10 and level 20 enemies. The higher the level is, the more difficult the enemy.

Enemy chips have the features shown in the diagram on page 55.

Quest Units

White unit chips with a brown border are quest units, which only appear in battles related to quests or to a province's special rules. Quest units are not mixed into draw bags at setup or after battles.

Quest units cannot gain status effects from abilities or rules unless explicitly stated (see Status Effects, page 67).

Enemy Pool

All battles use a numeric enemy pool (EP) to set the levels of the enemy chips that are drawn and deployed to the battle map, unless otherwise specified. The EP is first calculated, and the level value of each enemy drawn (1, 5, 10, or 20) is subtracted from the EP's points. When no EP remains, no more enemies are drawn. To calculate the EP value, multiply the party's total XP as shown on the XP Dial by the number of adventurers. The EP must be spent as efficiently as possible—regardless of battle mode—so that each enemy drawn has the highest possible level. It is not necessary to fill all possible enemy hexes.

For example, the party has 2 adventurers and its XP Dial is set to 4, so the party's current calculated EP is 8. In a clash battle, the party would draw and deploy a level 5 enemy, followed by 3 level 1 enemies.

- Any points remaining in the EP after all enemy hexes are occupied are not used.
- Enemies must be drawn one at a time from the bag that matches their level, then deployed with their correct level side faceup.
- Enemies are deployed differently in each mode of battle. Follow the rules for that mode (see Clash Setup, page 71; Delve Exploration, page 77; Dungeon Setup, page 82).
- Some battles specify that a certain type of enemy or a specific, named enemy must be drawn. If a drawn chip does not meet the requirement, set it aside and redraw until the required chips are drawn. After all enemies are deployed, return the set-aside enemies to the bag. If not enough units of the specified type are available to draw, return the set-aside chips to their bag and continue drawing random enemies as normal until all required enemies are deployed.
- Some encounters name specific enemies that are added to the enemy pool and deployed. These enemies' levels are **not** subtracted from the EP value, and they must be deployed even if their level exceeds the remaining EP value. If the specified enemy is not available, draw a random enemy of the matching level instead (if this is a quest unit, draw a level 20 enemy in its place).

Important: If the battle is part of the session's final quest step, instead of calculating EP normally, the quest step specifies that you use the end of session difficulty EP (see page 56).

Enemy Chip Anatomy

1. **Enemy Image.**

2. **Level:** This is the enemy's numeric level value, which determines its value in the enemy pool and turn order (see Enemy Turns, page 64). This is also shown by the border color of the enemy chip.
   - Black: level 1 / Green: level 5.
   - Purple: level 10 / Red: level 20.
   - Brown: quest unit; these have no level value but are treated as higher than all other levels when determining enemy turn order (see Round Sequence, page 57). These units' chips are white instead of black.

3. **Name.**

4. **Type:** This icon is the enemy's type, which can be referred to by some encounters.
   - Humanoid (☠)
   - Beast (🐾)
   - Daedra (😈)

5. **Province:** This two-letter code is the province the enemy can appear in. During setup, you will only include coded enemies of the current province and enemies with no code in the enemy draw bags. Enemies with no code can appear in any province.

6. **Health:** This number of HP chips is placed under the enemy when it is deployed to the battle map. This number is also its full HP. When an enemy takes damage, its HP chips are removed one at a time, starting with the bottom-most chip in the unit's stack. When an enemy loses all of its HP chips, it is defeated (see Defeat, page 67).

7. **Range:** This value determines the enemy's engage range, which is the maximum distance at which it can engage an opposing unit (see page 58).

8. **Combat:** This is the number of enemy Combat dice the enemy rolls during its turn and then resolves against each target. The combined value rolled on all enemy Combat dice is the amount of damage dealt to each target.

9. **Defense:** This is the amount of damage prevented each time an engage or ability deals damage to the enemy.

10. **Targets:** The number of units the enemy can engage during its turn is equal to the figures in this icon. For example, a 👤👤 indicates that an enemy can engage 2 targets (see Enemy Turns, page 64).
    - An enemy cannot engage the same unit more than once per turn.
    - An enemy with multiple targets rolls its Combat dice once and deals the rolled damage to all of its targets.
    - If the enemy has the all (∞) target icon, it engages all possible targets in range.

11. **Priority:** This determines which unit the enemy targets and engages during its turn if it has multiple options. This can also affect how the enemy moves.
    - **Strongest (⌃):** The opposing unit with the highest HP (not including bonus HP).
    - **Weakest (⌄):** The opposing unit with the lowest HP (not including bonus HP).
    - If multiple possible targets have the same strength, the party chooses which unit is targeted.

12. **Skills:** These are the enemy's skills. Each is described on the Enemy Skills Reference.

A level 1 enemy chip

A level 5 enemy chip

A level 10 enemy chip

A level 20 enemy chip

End of Session Difficulty EP

Each guild quest's climactic step results in a battle encounter. For this battle, the enemy pool is calculated using an XP goal value set by the chosen difficulty level instead of your party's XP Dial. To find the correct EP value, look at the table below that corresponds to the session within your campaign; then refer to the row for your difficulty level and column for the number of players. The difficulty XP that each EP value is based on is shown under it in parentheses.

Example: Ryan and Shannon trigger the last quest encounter of their second session, which results in a clash battle. When calculating the enemy pool for setup, though their XP Dial is set to 25, their EP value is **not** 50. Instead, they need to find the end of session difficulty EP, so they look at the Session 2 table. They are playing on Adept difficulty and there are 2 players, so the end of session difficulty EP is 58. This was calculated by multiplying the parenthetical 29 XP goal value by 2 adventurers.

Session 1 Difficulty EP Values

Difficulty Level	1 Player	2 Players	3 Players	4 Players
Apprentice	**13** (13 XP)	**26** (13 XP)	**42** (14 XP)	**56** (14 XP)
Adept	**16** (16 XP)	**32** (16 XP)	**48** (16 XP)	**64** (16 XP)
Expert	**18** (18 XP)	**36** (18 XP)	**54** (18 XP)	**72** (18 XP)

Session 2 Difficulty EP Values

Difficulty Level	1 Player	2 Players	3 Players	4 Players
Apprentice	**27** (27 XP)	**52** (26 XP)	**90** (30 XP)	**120** (30 XP)
Adept	**29** (29 XP)	**58** (29 XP)	**96** (32 XP)	**128** (32 XP)
Expert	**33** (33 XP)	**64** (32 XP)	**102** (34 XP)	**132** (33 XP)

Session 3 Difficulty EP Values

Difficulty Level	1 Player	2 Players	3 Players	4 Players
Apprentice	**32** (32 XP)	**62** (31 XP)	**96** (32 XP)	**128** (32 XP)
Adept	**34** (34 XP)	**68** (34 XP)	**102** (34 XP)	**136** (34 XP)
Expert	**37** (37 XP)	**74** (37 XP)	**111** (37 XP)	**152** (38 XP)

Battle Setup

Each battle is set up by placing tiles to create its battle map, placing cache tokens, deploying enemies, and then deploying adventurers. Each mode of battle places tiles differently and deploys enemies in its own way, but all battles follow the general setup steps below.

1. **Set Up the Battle Map:** Refer to the mode of battle's rules for setting up the initial battle map. After setting up the map, trigger skills and other abilities with "before battle" timing.

    - **Clash** (see page 71): Place the clash tile in the play area and connect the entrance tile as shown by the encounter. Either side of the clash mat can be used.
    - **Delve** (see page 74): Place the entrance tile in the play area (leaving plenty of room to expand the map). A delve's starting map includes only the entrance tile.
    - **Dungeon** (see page 82): Assemble the dungeon map as shown in the dungeon's setup diagram until all tiles are placed in the play area. Connect the entrance tile to the map as shown.

2. **Place Cache Chips:** In a clash or dungeon, place each or cache chip in the hexes shown on the setup diagram until all cache chips are placed for that encounter. In a delve, cache chips are **not** placed at setup.

3. **Deploy Enemies:** In a clash or dungeon, refer to that mode's steps for calculating an enemy pool and deploying enemies. In a delve, enemies are **not** deployed at setup.

    - Clash (see page 71)
    - Dungeon (see page 82)

4. **Deploy Adventurers:** Deploy each adventurer to the entrance tile. Start by choosing an adventurer to take the first player token and deploy their chip so that they occupy any single hex. Then, proceed to deploy each other adventurer in clockwise order around the table. This becomes the **permanent** turn order for the rest of the battle. Each adventurer may set their battle form when deployed and choose which item cards to place in their ready slots.

    - In a clash or dungeon, ignore the icon on the entrance tile's hexes. In a delve battle, an adventurer in either of these hexes may explore and connect the next tile at the start of their first turn (see Delve Exploration, page 77).

5. **Deploy Companions:** If adventurers have companion units that are deployed during battle setup, deploy those companions to the entrance tile, if able (see Companions, page 90). If multiple players have companions to deploy, deploy those companions in player turn order.

    - If there are no unoccupied hexes remaining on the entrance tile, set undeployed companions next to the entrance tile. They can enter the battle map during later rounds (see Round Sequence, below).

6. **Set Round Counter:** Set the party's Round Counter die to 1 and place it in the square slot on the dial chip holder. Then, begin battle rounds. Trigger skills and other abilities with "start of battle" timing now.

Battle Rounds

Battles are divided into rounds. During a round, each adventurer takes a turn. After your party has finished its turns, each enemy takes its own turn. After all units have completed a single turn, the round ends. Rounds continue until your party has achieved its objective, retreated, or been defeated. Battle objectives are explained on page 86.

Round Sequence

1. **Start of Round:** Increase the Round Counter die by 1 (*Important:* skip this during the first round of a battle) and trigger any abilities with this timing. After Round 5, set the Round Counter to the fatigue round icon (). This is a fatigue round; unless the Round Counter is reduced to 5 or lower, each subsequent round is a fatigue round until the end of the battle. For any effect that depends on the round number, all fatigue rounds are considered to be Round 6.

    - **Fatigue Damage:** At the start of each fatigue round, each adventurer gains 1 overfatigue die. Then, each adventurer is dealt true damage equal to the total number of overfatigue in their cooldown track (see Damage Language and Type, page 63).

2. **Adventurer Turns:** Each adventurer takes their turn, starting with the first player and continuing clockwise around the table until each adventurer has taken 1 turn (see Adventurer Turns, page 59).

3. **Companion Turns:** If the party has companion units, each companion takes a turn in the order of the party's choosing (see Companion Turns, page 91).

    - **Undeployed Companions:** If a companion was not deployed at the start of battle and there is an unoccupied hex on the entrance tile, deploy that companion when it would take its turn (it may then take its turn normally).

4. **Enemy Turns:** Each enemy on the battle map takes a turn, starting with the highest-level enemy and working downwards in level until all enemies have taken a turn (see Enemy Turn Sequence, page 64). If multiple enemies have the same level, the party decides in which order those enemies take their turns.

5. **End of Round:** Trigger any effects that occur with this timing.

    - Determine whether the encounter is complete; if it is, the battle ends (see End of Battle, page 86).
    - The party may retreat and end the encounter at this time (see Retreating from Battle, page 59).

Map Definitions

Tokens on the overland map and units on the battle map must follow these rules:

Adjacent
Hexes are adjacent to each other when they share a common edge. Units (or overland tokens), chips, or features in adjacent hexes are adjacent to each other. Battle map tiles are adjacent when at least 1 hex on a tile is adjacent to at least 1 on the other tile.

Closest
When a rule or effect refers to the closest hex, feature, or token, it means the route to that feature or token consists of the fewest hexes between that feature and the component being measured to (or from).

Farthest
When a rule or effect refers to the farthest hex, feature, or token, it means the route to that feature or token consists of the most hexes between that feature and the component being measured to (or from).

Impassable
A battle map hex is impassable when a rule specifies that it is or contains an obstacle that is impassable, such as another tile used as an obstacle (see Obstacles, page 70). Red hexes shown in clash or dungeon setup diagrams are impassable hexes. Place a facedown tile of the same shape as the red area over these hexes during setup to indicate this. Impassable hexes cannot contain chips. If a hex that contains a chip becomes impassable, remove that chip and place it in the closest unoccupied hex.

- A unit cannot move through a hex that is impassable.
- Distance and range cannot be counted through impassable hexes.
- Impassable hexes cannot be targeted or affected by other abilities.

Occupied/Unoccupied
A hex is occupied when it contains a unit (or overland token) and unoccupied when it does not. A unit cannot be deployed to or move through a hex that is occupied by another unit. Battle map hexes that do not contain units but contain cache chips are unoccupied.

- A token can move into or through a hex on the overland map that is occupied by another token. Note that this is different from units on the battle map.
- Some abilities allow a unit to move through occupied hexes. A unit cannot choose to end its movement in an occupied hex. If a unit would be forced to end its movement in an occupied hex, the unit that moved is instead placed in the closest unoccupied hex (if there are multiple closest hexes, the party chooses the hex).

Range
Range (or distance) from one hex to another is measured by counting the number of hexes between those hexes, including the destination hex, regardless of whether those hexes are occupied. Range or distance is measured when determining how far a unit (or overland token) can move, whether an enemy is in range to engage adventurers, or whether an adventurer can affect another unit with a rolled skill die. A unit is always within range of itself. Also see "Range" under Enemy Chip Anatomy on page 55 and Battle Form on page 61.

- An adventurer's range is defined by their current battle form. Some battle forms (such as ✠ or ✠) have a range equal to an adventurer's Stamina or Magicka stat, while others allow only adjacent units to be within range.
- An enemy's range is equal to its range stat.

Sight
Some actions and abilities require that the unit resolving them has sight to another unit or a hex on the battle map. A unit has sight to another unit (or hex) if both units are in hexes on the same tile or an adjacent tile. For example, in a clash battle, an adventurer on the entrance tile has sight to an enemy on the clash tile or the entrance tile. A unit is always in sight of itself.

Target
A unit can be declared as a target of another unit's action or ability if it is opposing and in sight and range of the other unit (see "Targets" and "Priority" under Enemy Chip Anatomy on page 55, and Battle Form on page 61).

Toward
When a rule or effect directs a unit (or overland token) to move toward a unit or other component, that unit should move as close as possible to that component along the shortest route possible between hexes. If multiple routes are possible, the party chooses the route.

Retreating from Battle

The party may agree to retreat at the end of any round. If the party retreats, the encounter immediately ends. This can be helpful to save time and resources by preventing adventurers from likely defeat, but this means the encounter is failed (see Encounter Results, page 38), and the party does not gain the rewards for completing it. *Note:* The exception is in delve battles with the Uncover objective, when the party must retreat after gaining the required skyshards to succeed.

Adventurer Turns

During your turn, you can take a number of actions, including moving, engaging, resolving class abilities, or exploring at a distance. When it is your adventurer's turn to act, follow the steps below.

1. **Start of Turn:** Trigger any abilities with this timing.

2. **Recovery:** Remove a number of dice from your cooldown track equal to your Cooldown stat, starting with the die furthest to the left in the track. As you remove dice, slide remaining dice in the track toward the left side to close any empty slots. Each type of die is handled as described below.

   - **Skills:** Recover and place skill dice in the correct slots in your attribute rows.
   - **Fatigue:** Discard light fatigue. Remove overfatigue and replace them at the leftmost open position in the track.
   - **Status Effects:** Discard status dice.

3. **Adventurer Actions:** Your adventurer may perform 1 or more of the below actions in any order you choose. You must resolve each action before you perform another action. Note that some actions prevent an adventurer from performing others, but there is no hard limit to the number of actions an adventurer can perform on their turn.

   - **Move:** Move a number of adjacent hexes up to the value of your Stamina stat (see below).
   - **Engage:** Any number of times per turn, roll a number of available skill dice up to your Stamina or Magicka stat, as appropriate for each skill (see below).
     - After your first engage action each turn, you must gain 1 light fatigue each time you perform an additional engage action (if playing on Expert difficulty, gain 2 light fatigue instead). Otherwise, there is no limit to the number of engage actions you can perform.
   - **Class Ability:** Any number of times per turn, spend the required amount of tenacity to trigger a class ability (see page 61).
     - Each non-enduring class ability must be triggered at its correct timing and can be triggered only once per turn.
   - **Explore (delve only):** Once per turn, explore a hex from a distance up to your Stamina (see Explore, page 61 and Delve Exporation, page 77).

4. **End of Turn:** Trigger any abilities with this timing. Then, proceed to the next adventurer or enemy in turn order.

Actions

Adventurers perform actions following the rules below.

Move

When your adventurer performs a move action, they move a number of hexes up to the value of their Stamina. An ability that gives additional hexes of free movement to an adventurer outside of their move action is not treated as a move action.

For each hex of movement your adventurer is allowed, you may move to 1 unoccupied, adjacent hex.

A move action (or ability) ends when you cannot or choose not to move additional hexes. You may perform move actions up to twice per turn, but there are limitations on the move action.

- If you perform no engage actions on your current turn, you may take a second move action. If you have taken a second move action in a turn, you cannot perform any engage actions that turn (see Engage, below).
- You cannot perform a move action if you have performed an explore action that turn; you also cannot perform an explore action if you have performed a move action (see Explore, page 61).
- Your adventurer's movement cannot be interrupted by other actions, but it can be interrupted by abilities or events; if this happens, the interruption is resolved after the adventurer moves into the hex where the interruption is triggered. For example, if you move into a hex and trigger an exploration or lockpick check, you must resolve that event before continuing your move. Exploration is explained on page 77–page 78 and lockpicking is explained on page 68–page 70.

Engage

This action represents your adventurer using their skills in battle. Adventurers may engage multiple times per turn but are limited by the dice they can roll and fatigue they can gain. You may perform a move action before or after you perform an engage action, but not both.

To perform an engage action, follow the steps below. An ability that instructs an adventurer to engage outside of an engage action is also resolved using these steps.

1. **Gain Fatigue:** If this is your first engage action this turn, skip this step. For each additional engage action, gain 1 light fatigue. If playing on Expert difficulty, you must gain 2 light fatigue instead of 1.

2. **Choose Battle Form:** Declare the battle form you will use. You may change to another form by marking the new form on your adventurer mat. Your battle form determines your range and dice that can be rolled (see Battle Form, page 61).

3. Declare Target: Skill dice that deal damage to the target of an engage require you to choose a target. You can choose only 1 target unit per engage (unless an ability specifies), and the target must be in sight and range for your current battle form (see Targetable Units, page 89). Abilities and effects that refer to a target can only be resolved on that unit in step 5 (see below). Choosing a target during your engage is optional. If an adventurer declares a target during the engage, the target unit is being engaged by that adventurer.

4. Gather and Roll Dice: Gather a number of dice to roll. This number is limited by your Stamina and Magicka stats (the stat that a skill line is tied to is shown on that skill line's reference sheet). Each time you engage, you may roll up to a number of dice that use Stamina equal to your Stamina stat, and likewise for your Magicka stat. If you have 1 or more ready items with an ability that matches your current battle form, you may now choose 1 item's abilities to resolve (see Weapons and Battle Form, page 61). Then, roll all of the dice together.

- You can gather skill dice only if they are available in your attribute rows and if they have no battle form icon or have an icon that matches your current form.
- Combat dice can be gathered and rolled with any battle form except .
- You may gather dice based on different stats. If you do so, each die is counted toward its own stat's limit. For example, it is possible to roll Destruction Staff dice (which are based on the Magicka stat and use battle form) together with Acrobatics dice (which are based on the Stamina stat and have no battle form icon).
- If an ability adds free Combat dice, enemy Combat dice are used instead of Combat skill dice. These dice do **not** count against your Stamina or Magicka stat but are treated as Combat dice for other effects—such as items (see Item Subtypes, page 29).
- If you gather no dice during this step, the remaining engage action steps are still completed for the purpose of triggering other abilities.

5. Resolve the Roll: Check the rolled results. Then, follow the steps below in order.

a. Determine results to resolve. You are not required to resolve a die's result. Some abilities allow results to be modified by rerolling or changing them to another result; this must be done before resolving other abilities

b. Resolve abilities. Abilities are resolved one at a time in the order the player chooses.

- If an ability deals damage, total all damage dealt to each unit by that ability and deal it to one affected unit at a time, in the order the player chooses. ***Important:*** Keep track of the total amount of damage dealt to a unit during this engage as it reduces that unit's defense, which does not reset until after this action ends (see Damage Language and Type, page 63).
- To resolve a skill die with a result, exhaust that die and increase your tenacity by 1.
- Enemy Combat dice added to the roll as free dice must be discarded after their results are resolved. These dice cannot be placed in an active slot while in defensive battle form (). Note also that these dice do not have icons, so they cannot be resolved to add to tenacity.
- Any die with a result you chose not to resolve must be exhausted.

6. Units React: Enemies, adventurers, or companions may resolve abilities that are triggered after this engage. Enemies must resolve these abilities, if able.

Resolving Skill Abilities

Each skill die ability has at least 1 of the following codes that determines how it is resolved and where the die must be placed afterwards. Some skills have wording that can affect non-target units. If an ability requires that a die be exhausted, that die must be placed in the leftmost open position in the cooldown track.

- **Active Slot (A):** This skill die must be placed in 1 of your active slots (or, if specified by the skill, the active slot of another adventurer). The die's ability is resolved as described in its entry, typically by reducing the die's value or removing it from its slot. When a die is removed from an active slot, it is exhausted unless its ability specifies otherwise.
- **Cooldown Track (C):** This skill die is exhausted. The die's ability is resolved as described in its entry and is typically ongoing until it is removed from the cooldown track. If for any reason you decide not to resolve a result, place it in your cooldown track with the result face up (without gaining tenacity).
- **Drained (D):** This skill die's ability is resolved instantly as described in its entry. Then, that die is placed on the adventurer's race sheet. It is unavailable for the remainder of the battle and is considered drained (see End of Battle Cleanup, page 86).
- **Instant ():** This skill die's ability is resolved instantly as described in its entry. Then, that die is exhausted.
- **Status Effect (S):** This skill die is placed in a unique manner (for example, on an enemy or in a hex), and its ability is resolved as described in its entry. When a status effect skill die is removed from its current position, that die is exhausted unless its ability specifies otherwise. Note that quest units cannot gain status effects from adventurer abilities (see Status Effects, page 67).

Rolling Skill Dice Outside of Battle

Some skill die abilities allow skill dice to be rolled during non-battle encounters or even outside of the Encounter Phase. If 1 or more skill dice can be rolled this way, follow the engage action sequence on page 59–page 60 to resolve that roll, with the following exceptions:

- Ignore the Gain Fatigue, Declare Target and Choose Battle Form steps unless otherwise specified.
- Resolve any effects that occur in response to your roll during the Units React step.

Tips for Resolving Dice Results

You are not required to resolve dice results you roll unless an icon's ability states otherwise. For example, if you roll a Wrecking Blow skill die (Two Handed level 1) and the result is 2 damage, but then realize your target enemy has Riposte and you don't want to deal it damage, you do not need to resolve that result. Or, if you roll a Breath of Life die (Restoring Light level 2) and the result is a 2 die heal instead of a 4 die heal, you can choose not to heal.

If you decide not to use a skill die in this way, it is still exhausted, even if its use would normally cause it to be drained or placed elsewhere.

Class Ability

When an adventurer performs this action, they spend the required amount of tenacity to trigger a class ability. You may gain 1 light fatigue to change battle form before resolving the ability. You can only trigger each non-enduring class ability once during each turn at its correct timing specified in its ability text.

Note that some class abilities are not actions. These class abilities have either the enduring keyword and are ongoing or have the interrupt keyword and must be triggered at the time specified in the ability's text (see Triggering Class Abilities, page 25).

Explore

This action is only available during delves. When you perform this action, you count the distance to an explorable hex in sight. If it is equal to or less than your Stamina, you trigger an exploration on that hex. Sight is explained on page 58; delve exploration is explained on page 77–page 78. ***Note:*** The explore action and exploration are related concepts but are not identical terms. The explore action triggers an exploration, but exploration can also be triggered in other ways, such as moving into a hex.

You cannot perform an explore action if you have already performed a move action that turn; you also cannot perform a move action if you have performed an explore action.

Battle Form

Battle form icons appear on skill lines, abilities, and weapon items. During an engage action, the adventurer's battle form limits the dice that can be rolled together and sets the adventurer's range (see Map Definitions, page 58).

- **Light Weapon:** *Adjacent only.* This form represents melee engages using single-handed skills, such as One Hand and Shield.
- **Heavy Weapon:** *Adjacent only.* This form represents melee engages using double-handed skills, such as Two Handed.
- **Defensive:** *No range.* This form represents using the Combat skill to prevent damage instead of deal it, or setting up other defensive skills such as Heavy Armor.
- **Ranged Weapon:** *Non-Adjacent Up to Max Stamina Stat.* This represents ranged engages using skills such as Bow. Adjacent units cannot be targeted in this form, but range is counted as normal (see Map Definitions, page 58). For example, an adventurer in with 3 Stamina can target units 2 or 3 hexes away, but not adjacent units.
- **Magic:** *Up to Max Magicka Stat.* This represents engages using Magicka, such as Destruction Staff. Combat dice cannot be gathered to roll with this form.

Note: When dice from skill lines with no battle form are rolled, their range is specified by each ability's text or, if unspecified, must follow the range of your current battle form.

Weapons and Battle Form

Weapons are a sub-type of item card with 1 or more battle form icons and text abilities. You can use **only** 1 item during each engage action. To do so:

- Its ability's battle form icon must match your current battle form.
- You must choose that ability (and whether to also trigger its overtax ability) during the Gather and Roll Dice Step, before rolling dice (see Item Keywords, page 29).

Adventurer Turn Example

After Ryan and Shannon set up the Jailbreak Introduction encounter's clash battle, the first battle round begins. There are no abilities to trigger and this is not a fatigue round, so neither adventurer gains overfatigue or takes fatigue damage (even if they had overfatigue dice in their cooldown track). It is time for the adventurers to take their individual turns.

Shannon's Turn

Shannon (the Argonian adventurer) took the first player token during the battle setup, so she is first in turn order.

Recovery Step

Before Shannon can take actions, she must resolve her Recovery step. She has a Cooldown stat of 2, which means she would recover the 2 leftmost dice in her cooldown track, but it is currently empty.

Move Action

Shannon performs a move action. Her 3 Stamina stat allows her to move 3 hexes toward the High Elf Bandit, stopping adjacent to the High Elf Bandit (on the northeast hex side) and 4 hexes from the Argonian Bandit.

Engage Action

Shannon performs an engage action.

1. She is in battle form and chooses not to change it. Since her battle form only allows for her to target adjacent units, she can declare only the High Elf Bandit as her target and does so.

2. Shannon can gather a maximum of 3 skill dice with her 3 Stamina, but all the dice she gathers must be from skill lines that either have the icon or no icon. She gathers 2 Shield Discipline dice, which are level 1 dice from One Hand and Shield. She also gathers her available Combat die, because she can use that die with any non- battle form.

3. Shannon rolls 2 Shield Discipline results, which can each deal 1 damage to her target, as well as a result on her Combat die. She resolves both Shield Discipline results to deal a total of 2 damage to the High Elf Bandit.

4. The High Elf Bandit has 0 defense to prevent the 2 damage. However, the Bandit's Dodge skill reduces the damage dealt by the number of skill dice rolled during the engage that did not deal damage. Because Shannon's Combat die did not deal damage, the Bandit takes only 1 damage and is reduced to 2 HP. Shannon places both of the Shield Discipline dice in her active slots, which will contribute to her defense later.

5. Then, Shannon exhausts the Combat die to resolve its result. She places that die in her cooldown track and moves her tenacity peg to show she has 1 tenacity.

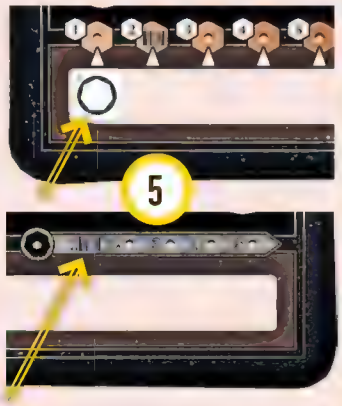
End of Turn

Shannon has no other skill dice to roll. Since she is playing the Jailbreak Introduction encounter, she also does not yet have a class, so she cannot spend her 1 tenacity to perform a class ability. With no actions to perform, Shannon ends her turn.

Looking ahead to Shannon's next turn, she will start by recovering the exhausted Combat die in her cooldown track and placing it back in its attribute row. If she exhausts 1 of her active Shield Discipline dice to prevent damage dealt to her before her turn, she will also recover that die (but she can only recover 2 total dice per turn, as her Cooldown stat is 2).

Move action

1 Damage *1 Damage* *Tenacity*



Preventing Damage

Units can use many different skills or other abilities to prevent damage they are dealt. These abilities vary widely and are each described by their specific text. However, these abilities use the common terms below and must follow these rules.

- If an ability prevents an amount of damage, that amount is subtracted from the amount dealt, 1 point of damage at a time. Any remaining damage is then taken by the affected unit and reduces its HP.
- Damage that is prevented was still dealt, but it cannot trigger abilities that require damage to be taken.
- Abilities that prevent damage can only be triggered in battle unless their text specifies otherwise.
- If multiple abilities can be triggered to prevent damage, the unit's controller chooses the order in which they are triggered.

Preventing Damage Example

During a different session's battle encounter, Shannon has One Hand and Shield and Heavy Armor skills to use. She has 1 Shield Discipline die with the 2 side (see below) in her active slot. She also has 1 Resolve die with 2 in her cooldown track. An adjacent enemy deals 3 damage to Shannon. Shannon uses her skill dice to protect against the 3 damage as follows:

1. First, Shannon chooses for the Resolve 2 die to prevent 2 damage. Since it is a C ability, it remains in Shannon's cooldown track.

2. Then, Shannon uses the active Shield Discipline 2 die to prevent the remaining 1 damage. She must remove that die from her active slot and exhaust it.

3. All of the damage has been prevented, so there is no damage remaining to reduce Shannon's HP. For the purpose of game effects, the enemy still deals 3 damage, but Shannon takes 0 damage.

Shield Discipline 2

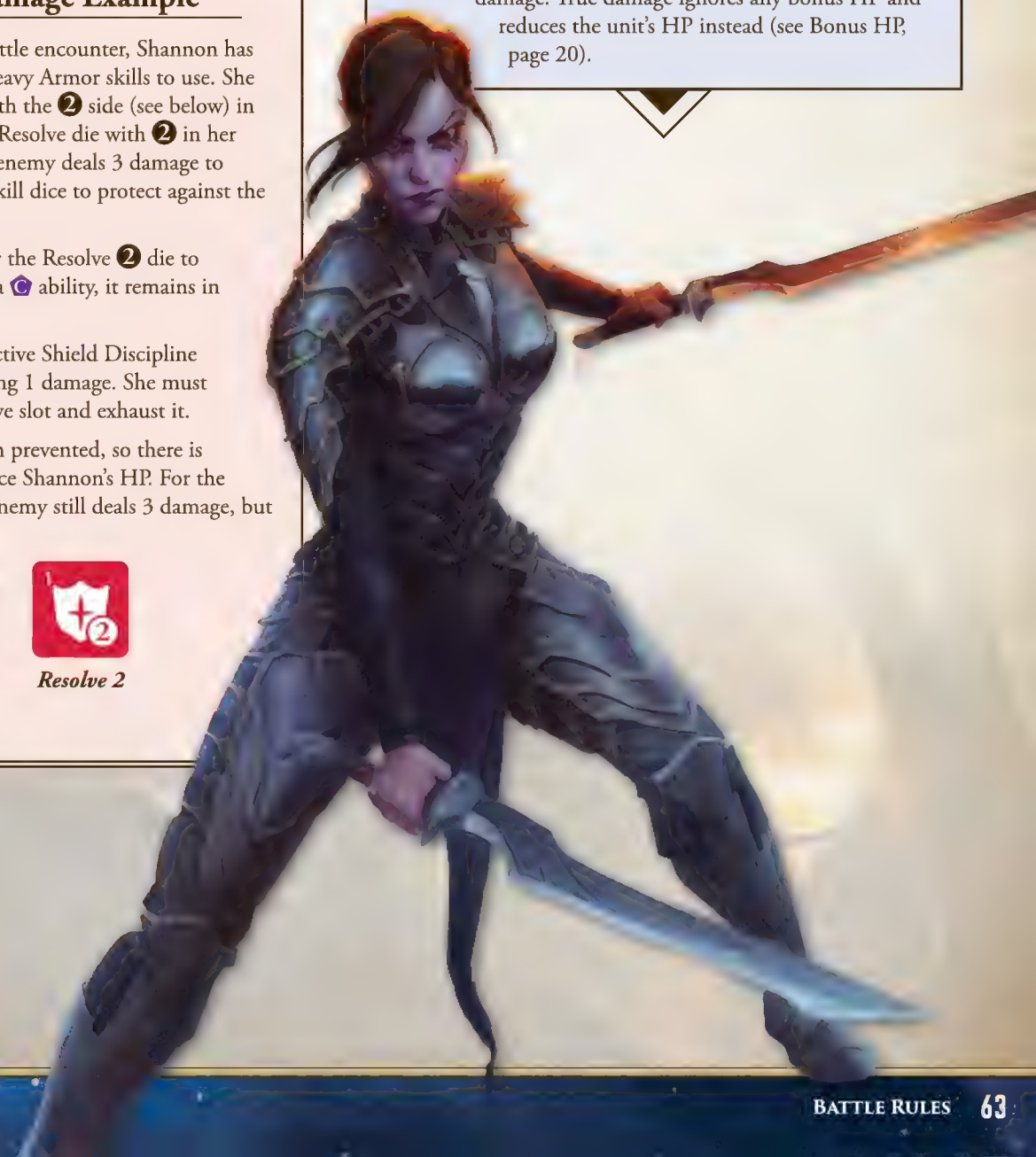
Resolve 2

Damage Language and Type

Units and some card effects **deal** damage to other units by triggering abilities and applying dice. When a unit is dealt damage, it **takes** the amount of damage that is not prevented, and the unit's HP is reduced by the amount of damage it took. All damage dealt to a unit during an action is a single instance for the purposes of resolving rules or abilities, such as preventing damage.

There are 2 damage types:

- **Physical Damage:** This is referred to simply as "damage" and is the most common type in the game. Damage is physical unless otherwise specified.
- **True Damage:** This type of damage is only dealt by specified effects, such as overfatigue damage (see Round Sequence, page 57). True damage cannot be prevented or reduced by abilities unless they specifically affect true damage. True damage ignores any bonus HP and reduces the unit's HP instead (see Bonus HP, page 20).



Enemy Turns

After all adventurer turns (and any companion turns), each enemy takes a turn in order from highest to lowest level value. Quest units are treated as having the highest level in any encounter. If multiple enemies have the same level, the party decides which order those enemies act in each round.

Enemy Turn Sequence

Enemy turns are carried out following the steps below.

1. Start of Turn: Trigger any abilities with this timing, such as status effects on the enemy chip.

2. Move: Move the enemy up to 2 hexes. The enemy moves only if there are no targetable units in its range. If the enemy must move, it moves toward the closest hex where at least 1 targetable unit would be within its range and in sight (on the same tile or an adjacent tile). For a detailed description, see Enemy Movement, below.

3. Engage: The enemy engages opposing units, if able, following these substeps in the order below.

a. Determine Target(s): The enemy targets a number of opposing units up to its target value that are within its range and in sight, in the order its priority icon dictates (see Enemy Chip Anatomy, page 55). If multiple units have the same priority, the party chooses the target.

b. Gather and Roll Dice: Roll all of the enemy's Combat dice. If the enemy can engage multiple targets in range, it rolls its Combat dice once and resolves the roll for each target during the next step. Units that are being targeted during the enemy's engage are being engaged by that enemy. If the enemy gathers no dice during this step (for example, if it has a Combat value of 0), this step is still completed for the purpose of triggering other abilities.

c. Resolve the Roll: Resolve the total rolled Combat dice value against the target to deal the rolled amount of damage. If there are multiple targets, resolve the roll against each, starting with the enemy's highest priority unit and continuing in descending order (for example the strongest unit, then next strongest). If target units have the same HP value, the party decides which to resolve the roll against first.

d. Units React: Adventurers, companions, or enemies may resolve abilities that are triggered after this engage. Enemies must resolve these abilities, if able.

4. End of Turn: Trigger any abilities with this timing. Then, the next enemy in level order takes its turn.

Enemy Movement

If an enemy must move, it first determines a destination hex to move toward. The destination must be the closest hex where at least 1 targetable unit would be within that enemy's range and in sight. To be an eligible destination hex, each hex between the enemy and its destination must be unoccupied. After the enemy determines its destination hex, it moves along those hexes. It moves even if it cannot reach the destination hex with its movement this turn.

When the enemy moves, it ends its movement immediately after it moves into its destination hex—even if it could move additional hexes to put more units in range.

If there are multiple destination hexes possible (or if there is no valid destination hex available), the enemy instead moves toward the closest opposing unit, even if it is untargetable. If there are multiple closest units, the enemy moves toward its priority unit (Enemy Chip Anatomy, page 55). If there is a tie between priority units, the party decides.

Enemy Skills

Most enemies have 1 or more skills, which are abilities that trigger as described in the Enemy Skills Reference. It is recommended that players review an enemy's skills as the chip is deployed to the map. If an enemy engages multiple targets, each target is affected by each of the enemy's relevant skills.

Enemy Turn Example

Continuing the Adventurer Turn Example (see page 62), after both adventurers have taken their turns, only 1 enemy remains. If there were more level 1 enemies, the players would decide the order of those enemies' turns. Instead, the Argonian Bandit takes its turn.

1. There are no start of turn affects to resolve, so the Argonian Bandit goes straight to its Move step. Although its range is 3, neither adventurer is in range, so the Bandit must move.

a. The Argonian Bandit first determines a destination hex to move toward. The destination hex must be the closest hex where at least 1 targetable unit would be in range. If that is not yet possible, the enemy will move as far as it is able toward the closest opposing unit.

b. Enemies can move up to 2 hexes. There are 2 possible destination hexes that put an opposing unit within the Argonian Bandit's range: the hexes north and northeast of the Bandit's current hex.

c. Since both destination hexes are an equal distance from the Bandit, the Bandit must move toward its priority unit, which is the strongest opposing unit (the one with the most HP). However, both adventurers currently have 4 HP, so the players decide that the Bandit moves toward Shannon (the Argonian adventurer chip). Both destination hexes are of equal distance from Shannon, so the players decide that the Bandit moves 1 hex north. The Bandit stops there because at least 1 targetable unit is now in range.

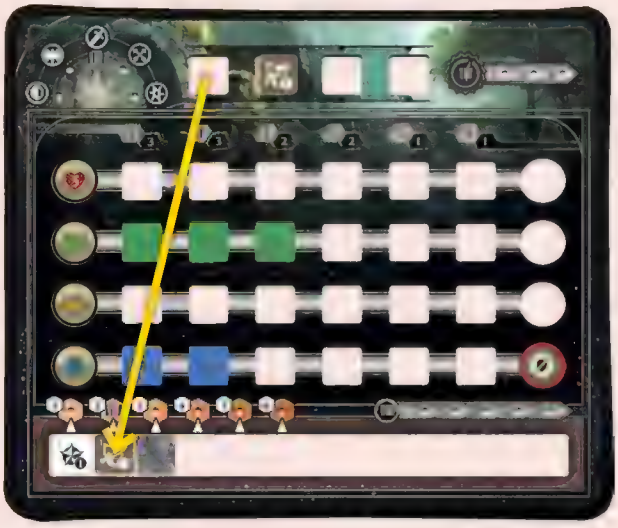
2. The Argonian Bandit resolves its Engage step.

a. The Argonian Bandit determines its target. It has 2 target icons and its priority is the strongest opposing unit. However, both adventurers are in its range of 3, so the Bandit targets both.

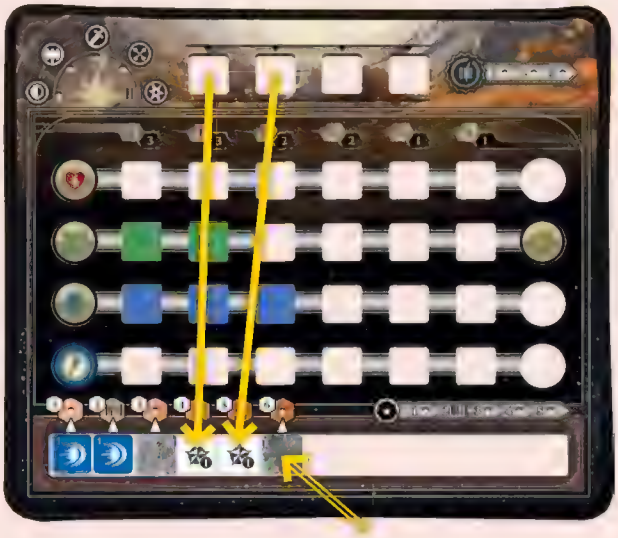
b. Ryan gathers and rolls the Bandit's 1 enemy Combat die, for a ❷ result which is resolved against both adventurers. Then, the players resolve the roll against their adventurers in order of the Bandit's priority, starting with the strongest adventurer. Since the adventurers are currently tied for priority, the players decide that Shannon will resolve the roll against her adventurer first.

Enemy Combat die result

c. Shannon exhausts 1 of her Shield Discipline dice from her active slots to prevent 1 damage. Shannon takes the remaining 1 damage and loses 1 HP, reducing her HP to 3. Shannon places the exhausted Shield Discipline die in her cooldown track. Additionally, she adds 1 light fatigue die to her cooldown track because the Bandit's Enfeeble 1 skill is resolved after the engage.



d. Ryan exhausts both of his Combat dice from his active slots to prevent 2 damage, so he loses no HP. Ryan places both of the exhausted Combat dice in his cooldown track. Then, he also adds 1 light fatigue die to his cooldown track from the Bandit's Enfeeble 1 skill.



3. The Argonian Bandit has engaged and the adventurers do not have any abilities or skills to trigger in reaction, so its turn ends.

The adventurers and enemies have taken their turns. This is the time to trigger any end of round effects, but there are none to trigger. The encounter is not complete, so the first round ends and the second round begins.

Defeat

A unit is defeated when it loses its last HP chip or an effect states that it is defeated. The defeated unit is removed from the map and placed as described for its unit type below. A defeated unit cannot take turns.

Defeated Enemies

When a defeated enemy is removed from the battle map, place it on top of the defeated enemy stack near the map. If it is the first enemy defeated during the battle, use it to create the defeated enemy stack. If the enemy is a quest unit or an objective unit, do not place it in the defeated enemy stack and instead set it aside.

Defeated Adventurers

When a defeated adventurer is removed from the battle map, place their chip on their race sheet. Any dice in the adventurer's active slots must be removed and exhausted. Dice in the defeated adventurer's cooldown track remain there. While defeated, an adventurer cannot take turns or gain fatigue or overfatigue (including during fatigue rounds).

Item cards remain in the adventurer's ready slots and pack but cannot be used while the adventurer is defeated.

In battle, a defeated adventurer can be affected only by friendly abilities that specifically apply to a defeated adventurer. When that adventurer's HP is raised above 0, they are revived and no longer defeated. If this happens in battle, the revived adventurer is deployed to an unoccupied hex as described by the ability that revived them.

Full Party Defeat

If your entire party is defeated, the encounter ends after the current round, unless the party triggers its guild assist (see page 51). Treat a full party defeat as a failed encounter (see Encounter Results, page 38) and follow the steps below:

1. Place the party token in the closest town to the party's current location on the overland map.

2. Resolve the Reward Phase.

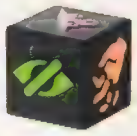
3. Resolve the End of Day Phase's Adventurers Rest step as normal. If playing on Expert difficulty and the full party is defeated, adventurers heal for 1 HP even if they do not discard an item (but still must discard an item to recover a die from their cooldown track).

Status Effects

Status effects are temporary conditions that units can gain during any kind of encounter. Each status effect is represented by an icon on a status effect die, and its specific effects are described in its entry on the Enemy Skills Reference.

When an adventurer gains a status, the corresponding status effect die is placed in the leftmost open position of the adventurer's cooldown track (see page 23). The status effect applies to the adventurer until the status effect die is recovered or otherwise removed from the cooldown track. If an adventurer would gain a status that they already have in their cooldown track, the die in their cooldown track is instead removed from its current position and placed back in the rightmost open position.

When an enemy or companion unit gains a status effect, the corresponding die is placed on that unit's chip. Non-adventurer units cannot gain multiple copies of the same status effect. Note that quest units cannot gain status effects unless explicitly stated (see Quest Units, page 54). The status effect remains applied to the non-adventurer unit for the remainder of the battle (unless an ability or effect would remove the die) or until the unit is defeated.



Status Effect Die

STATUS EFFECT REFERENCE

BANE: This unit is dealt 1 true damage at the start of each of its turns.

BLIND: This unit considers all units to be opposing units. If this unit engages, it can only target the strongest adjacent unit.

DAZE: This unit cannot roll dice on the same turn it moves, and it cannot move on the same turn it rolls dice. At the end of this unit's turn, remove this die.

FEAR: The effects of this unit's non-Combat skills are ignored. This effect does not apply to skill dice already in active slots or the cooldown track.

MAIM: When this unit rolls Combat skill dice, the total damage rolled is reduced by half, then rounded down. This effect does not apply to true damage.

STEALTH: This unit can only be targeted by opposing units that were adjacent to it at the start of the current turn. After this unit deals damage, this die is removed.

Cache Chips

Caches are locked containers found on the battle map that adventurers may open to gain item cards. Each chip contains 1 common item card. Each chip contains 1 legendary item card.

During their turn, when an adventurer moves into or is placed in a hex with a cache chip, they may trigger a lockpick check on that cache (see Lockpicking, below, and Move and Place, page 89). The lockpick check uses a difficulty code, which is a series of numbers that must be matched to unlock it. The difficulty code for a check on a cache chip is shown on the back of the top card of the associated item deck.

- If the check is successful, the cache is unlocked and the chip is discarded. The adventurer draws that card faceup and may add it to their inventory's ready slots or pack. If the adventurer chooses not to take the unlocked card, they discard both that card and its cache chip.
- If the check fails, the cache chip is discarded and the top card of the relevant item deck must be cycled by placing it on the bottom of its deck.
- Some encounters use a cache's lockpick check to determine if another effect is triggered. In this case, do not gain the item. Instead, cycle the item card used, whether the adventurer succeeds or fails at that check. After the lockpick check, the cache chip is discarded unless specified otherwise.

Lockpicking

Adventurers frequently need to pick locks in order to open caches or disarm traps. To do so, the adventurer makes a lockpick check against the mechanism's difficulty code. If they succeed, they pick the lock or disarm the trap, even if in the middle of an action. If they fail, that lock remains in place or the trap's effect is tripped.

During a battle, a lockpick check can be made when an adventurer moves into a hex with a cache or trap, even if in the middle of an action. During a town or peaceful encounter, a lockpick check can be made only when the encounter's text describes it.

Difficulty Codes

A difficulty code has the following elements, shown on the backs of item cards and within the trap effect text of delve cards.

- **Attempts:** The number of times an adventurer may roll the lockpick dice (3 D6) during a lockpick check while trying to match the required results.
  - The maximum number of lockpick attempts for an item is the top number on the back of the item card.

Lockpick attempts on common and legendary items

  - The maximum number of trap lockpick attempts is shown as text in parentheses.

Trap lockpick attempts on delve card

- **Digits:** 3 or more digits, each of which the adventurer must match to succeed at their check.
  - Each digit has a value of 1–6.
  - **Key Digit:** Each digit with a spiked border is a key digit and must be matched first, before the adventurer can attempt to match other digits. Key digits are typically only found on legendary items.

Key digit

Common

Legendary

Trap

Common item shown requires a 5, 2, and 2 to be rolled in any order. Legendary item shown has a key digit of 5, which must be rolled first, and then 5, 1, and 2 can be rolled in any order afterwards. Trap shown requires a 4, 5, and 2 to be rolled in any order.

Lockpick Sequence

To make a check against a difficulty code, follow this procedure.

1. **Roll:** Gather and roll your chosen number of lockpick dice.
   - If this is your first attempt, you **must** roll all 3 lockpick dice.

     During additional attempts, you may choose to keep 1 or more results from your **previous attempt** by setting those dice aside. These dice are not rolled during additional attempts.
   - If there is a key digit (shown in a spiked border), you must keep a die matching that digit before you may keep any other dice. However, you can decide to keep other dice rolled in the same attempt after deciding to keep a die matching the key digit. After you have kept the die matching the key digit and resolved that attempt, you may then roll that die during **additional attempts** as normal.
2. **Adjust Results:** You may change die results by gaining light fatigue. For each light fatigue gained, you may change 1 die result by 1, rotating that die to either increase or decrease its result (you cannot rotate a 6 to a 1 or vice versa).
3. **Resolve the Attempt:** Compare your results to the difficulty code.
   - If your accumulated results match each digit of the code, you succeed at the check.
   - If your results do not match each digit, you fail this attempt, but you may continue to roll until you have no remaining attempts.
   - If you fail an attempt and have no remaining attempts or choose not to continue rolling, the check is failed and all die results accumulated for that check are lost.

After the lockpick check is resolved, you resume your turn in your current encounter.

Common Item Lockpick Example

During the Jailbreak Introduction encounter, Shannon moves into the hex with the cache chip. She chooses to make a lockpick check.

1. Shannon looks at the back of the top card of the Deck. The card has a 5-2-2 difficulty code with 3 attempts, so she rolls the lockpick dice, resulting in a 1, 2, and 3.

2. She can now adjust results, so she decides to gain 1 light fatigue, which allows her to change 1 result. She changes the 3 result to a 2.

3. She has now matched both 2 digits but has not yet matched the entire code. She still has 2 attempts, so she keeps the matching dice, returns to the roll step again, and rerolls the 1, resulting in a 3.

4. She can again adjust results, so she decides to gain 2 light fatigue, which allows her to change up to 2 results. She changes the 3 result twice, setting it to 5.

5. Shannon has now matched all digits of the code with her dice, so she succeeds at the lockpick check! The cache is unlocked, so she discards the chip and takes the top card of the Deck. It is a consumable item (), the Falkreath Meat Loaf. She adds the item to her ready slots.

6. The lockpick check interrupted Shannon's move action. However, she moved 3 hexes and has no additional movement. If she did, she could continue moving.

Legendary Item Lockpick Example

During a delve encounter Shannon moves into a hex with a cache chip. She chooses to make a lockpick check.

1. Shannon looks at the back of the top card of the Deck. The card has a 6-5-2-3 difficulty code. The 6 digit is the key digit, and the code has 4 attempts. Shannon rolls the lockpick dice, resulting in a 4, 2, and 2.

2. She can now adjust results. This code has a key digit, so Shannon must match that digit before she can keep any of the other dice. She decides to gain 2 light fatigue, which allows her to change up to 2 results. She changes the 4 result twice, setting it to 6.

3. Shannon has matched the 6 key digit, so she can keep other results on future rolls. She has also matched the 2 digit. However, she has not yet matched the entire code.

4. Shannon still has 3 attempts, so she keeps one matching 2 result but does not need to keep the 6 result after matching the key digit. She returns to the reroll step and rolls her 6 result and her non-matching 2 result, resulting in 5 and 4.

5. She can again adjust results, so she decides to gain 1 light fatigue, which allows her to change 1 result. She changes the 4 result, setting it to 3.

6. Shannon has now matched all digits of the code with her dice, so she succeeds at the lockpick check! The cache is unlocked, so she discards the chip and takes the top card of the item deck. It is a weapon item (), the Scampcrusher. She adds the item to her ready slots.

7. The lockpick check interrupted Shannon's move action. She moved 2 hexes and can still move 1 more hex, so she moves to an empty hex and ends her move action.

Obstacles

Some battle encounters use tiles as obstacles that prevent movement through hexes. These tiles are placed facedown on top of other tiles, typically during setup. These are the most common obstacles encountered and follow the rules below.

- Obstacles are impassable (see Map Definitions, page 58).
- When an encounter uses tiles as obstacles, its setup diagram will show where those tiles are placed using red hexes to show their shape and positioning. ***Note:*** Some encounters feature tiles marked in blue to better distinguish which tiles are needed to form the battle map. Blue tiles do not have any special effects or rules.

Some encounters use other types of components as special obstacles. These obstacles are unique and follow the rules described in their encounter.

Clash

In a clash battle, the map is composed of 2 or more tiles placed during setup (some clashes also use additional tiles as obstacles, see page 70). Unlike other map tiles, the clash tile is not marked with icons. Instead, these icons are provided in the clash encounter's setup diagram, which appears in quest steps or on overland cards. The clash mat is double-sided, and either side can be used according to whichever feels more thematic to your current location.

Clash Enemy Pool

Clashes use an overall enemy pool (EP) to populate enemies at setup. The maximum number of enemies that can be drawn and deployed depends on both the EP and the numbered enemy hexes in the battle's setup diagram (see Clash Encounter Anatomy on page 72, and Clash Setup, below).

Clash Setup

Follow these rules for steps 1–3 of Battle Setup (see page 57); while doing so, refer to the clash's setup diagram.

1. **Set Up the Battle Map:** Place the clash tile or any other tiles in the play area as shown by the encounter.

2. **Place Cache Chips:** Place cache chips in the hexes shown on the clash setup diagram. Ensure each chip has the proper side up depending on if it is a or cache.

3. **Deploy Enemies:** Calculate an enemy pool (EP). Then, draw and deploy each enemy chip to the next numbered hex as shown in the diagram, starting with Hex 1, until all enemies are deployed for that encounter. Draw the highest level enemy possible without exceeding the EP, subtracting its level value from the EP, and then deploy its chip with the corresponding level faceup. If the diagram shows no numbered hexes that are unoccupied, do not deploy more enemies. Any points remaining in the EP after all enemy hexes are occupied are not used.

Then, follow steps 4–6 as described in Battle Setup (see page 57).

Clash Map Anatomy

1. **Entrance Tile:** Connect this tile to the clash tile when setting up the encounter. Then, deploy each adventurer to this tile, starting with the adventurer who has the first player token.

2. **Clash Tile:** This tile is almost always used; the position of the entrance tile varies. Populate enemies and caches (if any) on this tile as shown in the clash encounter's setup diagram.

Clash Encounter Anatomy

1. Clash Setup Diagram: This is a diagram of the clash tile and is marked with the icons and numbers used to set up the battle. If an encounter has multiple ⚔ choices, each uses the same clash setup unless otherwise noted.

2. Enemy Hexes: Enemies are drawn and deployed to these numbered hexes, starting with Hex 1 and continuing in ascending order until the EP value is used up or until all enemy hexes are filled (see Enemy Pool, page 54).

3. 🎒 and 🎁 Hexes: Common (🎒) or legendary (🎁) cache chips are placed in these hexes (see Cache Chips, page 68).

4. Entrance Tile: This shows where the entrance tile should be connected to the clash tile.

5. Impassable Hexes: These red hexes are impassable (see page 58). Cover each area of red hexes with a facedown tile matching the shape of that area (see Map Definitions, page 58).

6. Objective: This is the objective that needs to be completed to succeed at this clash (see Battle Objectives, page 86) and is grouped together in a box with the challenge modifier (see below). If an encounter has 1 objective box and multiple ⚔ choices, each uses the same objective and modifier.

7. 3/4P Challenge Modifier: Some clashes add a special effect to scale the difficulty for larger parties. The modifier remains active until the end of the encounter unless it specifies otherwise. The modifier can involve adding HP to enemies, increasing their stats, or even flipping their chips to higher levels.

Clash Setup Example

Ryan and Shannon decide to play the Jailbreak Introduction encounter to determine their adventurers' class choices. They set up the battle as described in the Jailbreak Clash encounter (see page 92–page 94).

1. As instructed by the Jailbreak Introduction encounter, the players place the listed level 1 enemy chips—High Elf Bandit, Argonian Bandit, Skeever Pup, Skeleton, and Spriggan—into the level 1/5 enemy bag, leaving all other enemy chips set aside.

2. The players connect the clash tile to the entrance tile as shown. After placing the tiles, they place a common (👜) cache chip in the cache hex shown in the diagram.

3. There are 2 adventurers, and the XP Dial is set to 1, so the enemy pool (EP) value is 2. The players draw 2 level 1 enemies from the enemy bag and deploy them to the numbered hexes in the diagram. First, they draw a High Elf Bandit and deploy it to Hex 1. Then, they draw an Argonian Bandit and deploy it to Hex 2.

4. The players decide to give the first player token to Shannon.

a. Shannon deploys her Argonian adventurer chip first, to the northmost hex of the entrance tile's first column (which has 2 hexes). She also leaves her battle form set to light weapon 🗡 so she can use her One Hand and Shield skill dice.

b. Then, Ryan deploys his Dark Elf adventurer chip to the northmost hex of the entrance tile's second column (which has 3 hexes). He leaves his battle form set to ✴ so he can use his Destruction Staff skill dice.

5. The players set the Round Counter die to 1. They are ready to begin their first clash battle!

Clash setup diagram

Clash map setup

Ryan's battle form

Shannon's battle form

Delve

Delve battles represent adventurers navigating an uncharted, labyrinthine space. In a delve battle, the map is composed of multiple tiles marked with icons. These icons interact with delve cards and are used as reference points when additional tiles are revealed (see Delve Exploration, page 77). The adventurers move through the delve, exploring new rooms, unlocking caches, and gaining skyshards—pieces of crystalized Magicka that are used to track the party's progress.

Delve Enemy Pool

The enemy pool is calculated following the rules on page 54, but unlike in the other battle modes it is not calculated once at the beginning of the battle, but for each individual tile as that tile is explored. Each delve card has a challenge scale, which shows the maximum number of enemies that can be drawn for a revealed tile and their maximum levels. The number of enemies that are actually deployed depends on the EP available, the drawn card's challenge scale, and the number of hexes on the revealed tile. The procedure for deploying enemies in a delve is described under Delve Exploration, page 77–page 78.

Delve Setup

Follow these rules for steps 1–3 of battle setup (see page 57).

1. Set Up the Battle Map: Separate the delve tiles by shape into separate stacks, keeping them facedown. Then, place the entrance tile in the play area (leaving plenty of room to expand the map).

> Some provinces use additional setup rules for delves. Refer to the province's Delve Feature section at the front of the gazetteer for these rules.

2. Place Cache Chips: No cache chips are placed. These are placed as additional tiles are explored (see page 77).

3. Deploy Enemies: No enemy chips are deployed. These are deployed as additional tiles are explored (see page 77).

Then, follow steps 4–6 as described in Battle Setup (see page 57).

Delve Setup Example

The players proceed to the Encounter Phase to set up the delve battle (see page 57).

1. The players separate the delve tiles into their stacks.Then, they place the entrance tile on the edge of the play area, with the icon facing the middle of the play area.

2. For this battle, the players decide to give the first player token to Ryan.

a. Ryan deploys his Dark Elf adventurer chip to the top hex of the right column. He switches to form.

b. Shannon deploys her chip next. She deploys her chip to the bottom hex of the right column. She is already in battle form, so she does not switch. She decides to use her Bravil Melon Salad to grant herself 3 tenacity, discarding the card after doing so (see Item Cards, page 28). This brings Shannon to 5 tenacity, which is the maximum. There are no companion units for the players to deploy.

3. The players set the Round Counter die to 1. The battle is ready to begin.

Ryan's battle form

Shannon's battle form

Delve Map Anatomy

1. **Entrance Tile:** Place this tile while setting up the encounter. Then, deploy the party to this tile, starting with the adventurer who has the first player token and proceeding clockwise around the table.

2. **Delve Tiles:** These are the tiles that are connected to the map through exploration.

3. **Connection Hexes:** Each tile has 1 or more hexes that are used to connect other tiles to the map (see Delve Exploration page 77). The first delve tile must be connected so that only 1 of its hexes is adjacent to both of the entrance's hexes—which share a single icon situated on the line between them.

4. **Hex:** Some tiles have hexes with a icon. When a delve card is drawn, it shows an icon for each common () or legendary () cache present on the revealed tile. Place the shown cache chips of the appropriate type on the tile's icons until all of the caches shown on the delve card are placed, or there are no more icons on the tile (see Delve Exploration, page 77).

5. **Hex:** These are hexes where enemies can be deployed when the tile is populated. When a delve card is drawn, it indicates how many total enemy chips are drawn. Enemies are then drawn from the appropriate enemy bags and deployed to the revealed tile's unoccupied hexes (see Delve Exploration, page 77).

Delve map during play

Delve Card Anatomy

Delve cards are used to explore tiles during delve battles and include the following elements:

1. Skyshard ( ): Each icon shown at the top of a delve card is a skyshard. Skyshards do not appear on all delve cards, but a delve is fully explored when all of its skyshards have been gained.

- 3 skyshards are required to fully explore a delve unless the encounter specifies otherwise.
- In delves with the Uncover objective, each skyshard the party gains is worth 1 XP during the Reward Phase, whether or not the delve was successfully completed (see Battle Objectives, page 86).

2. Name.

3. Tile Shape: This is the shape of the tile that is drawn and revealed for this room.

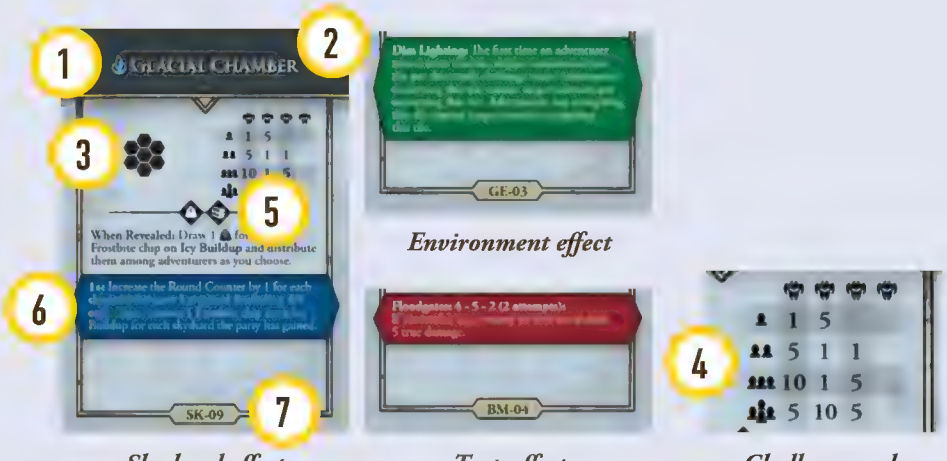
4. Challenge Scale: This table shows the level of each enemy chip that can be drawn and deployed to the revealed tile based on the number of adventurers in the encounter. Using the challenge scale to deploy enemies is explained in detail under the Deploy Enemies step of Drawing Cards and Tiles on page 78.

5. Caches: and icons above the effects text show the number of cache chips of each type that are placed on the hexes of this card's revealed tile.

6. Effects Text: This area describes the card's triggered or permanent effects on the revealed tile or the wider delve. Delve cards can have up to 2 effects on them: a When Revealed effect and 1 of 3 other effect types:

- **When Revealed:** These effects are resolved while connecting and populating the card's tile. If part of the effect can only be resolved after the tile is populated, it is resolved then. After the effect is resolved, if that card has no additional effects (trap, skyshard, or environment), it is discarded. Unless otherwise stated, When Revealed effects are resolved against the adventurer who revealed the card. If the card would be discarded because a delve tile cannot be placed, do not resolve its effect.
- **Trap (Red):** This card is placed next to the tile until an adventurer moves into (or is placed in) one of the tile's hexes. Then, that adventurer must make a lockpick check against the trap (see Traps, page 80, and Lockpicking, page 68). After resolving the trap, they discard the card.
- **Skyshard (Blue):** This card is placed next to the tile until an adventurer moves onto the tile. Then, the party gains the number of skyshard ( ) icons on this card and resolves the effect matching the number of skyshards the party has gained (including this card's skyshards). If this room has a skyshard effect, it is triggered when the skyshard is gained and **resolved against the adventurer who moved onto that tile**, unless specifically stated otherwise. Adventurers keep this card nearby after gaining its skyshards to track the total gained for this delve.
- **Environment (Green):** This card is placed next to the tile and represents an ongoing effect on the tile for the remainder of the delve.

7. Province Code and Card Number: This code indicates whether a delve card is from the general set or associated with a specific province of Tamriel.



Skyshard effect *Environment effect* *Trap effect* *Challenge scale*

Delve Exploration

During a delve, adventurers explore the battle map by interacting with the hexes of the map. When an adventurer explores a hex, they draw a delve card and reveal a new tile to connect to the map. As tiles are connected, the map expands, and additional connection hexes open up to explore.

An adventurer can trigger an exploration of a hex in 2 ways:

- **Occupying an Explorable Hex:** During their turn, an adventurer may choose to trigger an exploration when they move into or are placed in an explorable hex, or when they start their turn in that hex. The adventurer can continue a move action that was interrupted by this exploration. Exploring in this way is not considered to be an explore action. Note that companion units cannot explore hexes (see Companions, page 90).

- **Performing an Explore Action:** An adventurer can also trigger an exploration by performing an explore action targeting an explorable hex. To perform this action, choose an explorable hex (see below) in sight and measure the distance to that hex. If it is within the adventurer's movement range (based on Stamina), an exploration of that hex is triggered.

Explorable Hexes

A hex with a icon is an explorable hex if the following conditions are true:

- It is an edge hex, which means at least 1 of its edges is not shared with another tile.

- It is not already explored. A hex is explored if it is adjacent to a hex on another tile. Note that certain effects can cause tiles to be removed so that a previously explored hex is explorable again.

- Not all skyshards have been drawn for the current encounter (see Skyshards, page 78). After all skyshards are drawn for a delve, that delve is fully explored.

A hex is explorable whether it is occupied or not.

Drawing Cards and Tiles

When your adventurer triggers an exploration of a hex, you draw a delve card, connecting the tile shown and populating it with enemies and caches. Delve cards and delve tiles combine to create unique situations in every delve, often affecting how many chips are placed, a tile's positioning, or how adventurers interact with a tile. When drawing a delve card, follow these steps:

1. **Draw Tile:** Draw a tile matching the shape shown on the delve card. If no tile of this shape is available to draw, place this card facedown with other skyshard cards you have gained for this encounter and treat it as a skyshard icon that you have acquired toward completing this delve. This exploration ends; do not draw another delve card or resolve any text on the drawn delve card. The hex remains explorable, but you must trigger another exploration to draw another card. ***Note:*** If you triggered this exploration by moving into this hex, you must move out and back in to trigger another exploration on it this turn.

2. **Trigger Effects:** Read the delve card's text and trigger any When Revealed or other immediate effects as instructed.

3. **Connect Tile:** Align the revealed tile's hex edges so that 1 of its hexes is adjacent to the hex being explored. When placed, the revealed tile cannot overlap other tiles. Further placement rules are as follows:

    - Both hexes must touch along a common edge. You can shift or rotate the revealed tile to an orientation of your choice, but both icons' hexes must touch. As long as this requirement is met, the tile can be placed so it is adjacent to other previously connected tiles.

    - A tile must be connected so that at least 1 of its hexes remains explorable, if able. The first delve tile placed must be connected to the entrance tile so only 1 of its hexes is adjacent to both of the entrance's hexes (which share a single icon).

    - If the revealed tile cannot be connected without overlapping other tiles, discard its card, and return the tile to the bottom of its unexplored tiles stack. This exploration ends, but the hex remains explorable if not all skyshards have been drawn for the encounter (see Skyshards, page 78). ***Note:*** If you triggered this exploration by moving into this hex, you must move out and back in to trigger another exploration on it this turn.

After the tile is placed, it is now considered connected to each other tile with which it shares an adjacent hex, regardless of whether those hexes have icons.

4. **Place Caches:** Place as many of the cache chips shown on the delve card as you can. Place chips (if any) before chips. Start placing cache chips in the hex farthest from the hex that was explored to reveal this tile. Place each additional cache in the next closest hex; if 2 hexes are of equal distance, you may choose the hex. If there are more caches on the delve card than the tile has hexes, the remaining caches are not placed.

5. **Deploy Enemies:** Draw and deploy as many enemy chips as you can based on the EP for the revealed tile, the challenge scale, and the icons on the revealed tile (see Delve Enemy Pool, page 74, and Delve Card Anatomy, page 76). Start deploying enemies to the hex farthest from the hex that was explored to reveal this tile. Deploy each additional enemy to the next farthest hex; if 2 hexes are of equal distance, you may choose the hex. Stop deploying enemies when the EP is entirely used, all enemies shown on the delve card are deployed, or no unoccupied hexes remain on the revealed tile (even if the EP still has points remaining). When deploying enemies, use the challenge scale as follows:

- The left side of each row shows an icon with the number of adventurers in the party.
- Each space to the right of the adventurers icon with a numeric value is an enemy that must be drawn, if able, and that enemy's maximum level. If the printed level is greater than the remaining EP, draw the highest level enemy possible without exceeding the EP.
- Each enemy chip is drawn from left to right along the appropriate row. Each enemy's level is subtracted from the EP. Then, that enemy is deployed to 1 of the tile's hexes.
- If there are more enemies in the challenge scale than there are hexes, the remaining enemies on the challenge scale are not deployed. If the EP is used up, no more enemies are deployed even if there are still enemies on the challenge scale.

6. **Place Card:** If the card has a skyshard icon, environment effect, or trap that applies to the revealed tile, place the card faceup next to its tile. Otherwise, discard it.

Skyshards

Skyshards are fragments of Aetherial Magicka that fell to Nirn. You can find them scattered across Tamriel, especially in hidden places. They are represented as icons on some delve cards, which identify the tile revealed by that card as a skyshard location (see Delve Card Anatomy, page 76). A delve is fully explored when all of its skyshards have been revealed and gained. Unless the encounter specifies otherwise, 3 skyshards are required. This can be any combination of skyshard icons gained on faceup delve cards or facedown delve cards treated as skyshards.

Gaining Skyshards

When an adventurer moves into a hex on a tile with a skyshard, they immediately gain that tile's skyshards and resolve the tile's skyshard effect; this interrupts the adventurer's action but does not end it, similar to a lockpick check (see Delve Card Anatomy, page 76).

Place the skyshard card near the delve encounter text to show the total number the party has gained. Some cards may grant more than 1 skyshard. If these additional skyshards exceed the maximum for the current delve, they are ignored.

Exploration Example

Continuing the example from Delve Setup (see page 74), as the first battle round begins, the players have no abilities to trigger. It is not a fatigue round, so neither adventurer gains overfatigue, nor would they be dealt overfatigue damage if they had any in their cooldown track. The adventurers take their individual turns.

Ryan has the first player token, so he is first in turn order.

Start of Turn and Exploration

At the start of his turn, Ryan is in magic battle form, so he triggers his Sorcerer class' innate ability to gain 1 tenacity, bringing him to 5 total.

Then, Ryan is occupying 1 of the entrance tile's explorable hexes (which share a icon), so he decides to trigger an exploration. This is not an action, because he started his turn in an explorable hex (see Delve Exploration, page 77).

1. Ryan draws the top card of the Delve Deck, which is Spore Chamber. It shows a 3-hex tile. He draws a tile matching the shape depicted on the Spore Chamber card.

2. The card has 2 text effects:

a. The card's When Revealed effect is resolved immediately. Each adventurer must either drain a Combat skill die from anywhere on their adventurer mat or gain a Bane status die. Ryan decides he can spare a Combat die for the battle, so he removes 1 from its slot and places it on his race sheet. Shannon adds a status die set to the Bane icon to the leftmost open position in her cooldown track.

b. The card also has a blue skyshard effect box. The numbered effects in this box will be triggered later, when an adventurer moves into 1 of this tile's hexes and gains the room's single skyshard ().

3. Ryan connects the tile to the entrance tile. He notes he must connect it so that only 1 of its hexes is adjacent to both of the entrance tile's hexes (see "Connect Tile" under Drawing Cards and Tiles, page 77).

4. The card has no or caches, so none are placed in the tile's hex that has both a and icon.

5. The card's challenge scale shows a single level 1 enemy in its 2-adventurer () row. With 2 adventurers and 4 XP in its XP Dial, the party calculates an EP of 8, but the maximum level of enemy that can be deployed is level 1, per the challenge scale. So, the adventurers draw and deploy a level 1 Spriggan to that tile's hex that has both a and icon on it. Despite the EP not being entirely used, no more enemies are deployed because there are no more on the card's challenge scale, and there are also no more icons on the new tile.

6. Ryan places the card faceup next to the new tile because it still has an unclaimed skyshard icon.

The tile is connected, so the exploration is resolved. During Ryan's upcoming Adventurer Actions step, he could also explore the Spore Chamber's explorable hex by either moving into that hex or performing an explore action.

Spore Chamber
1
1
5
5
When Revealed: Each adventurer must either drain a Combat skill die from anywhere on their adventurer mat or gain a Bane status die.
BM-01

Tip: Table Space and Delves

It is recommended you leave as much space as possible in the middle of the play area when completing a delve. A delve can take up considerable table space. If you run out of room on the table during a delve, you can do one of the following:

- Shift all currently revealed tiles to make room for the next tile, keeping the tiles connected in their current configuration. This works best toward the end of a delve, when few tiles still need to be connected.
- Place the revealed tile on another part of the table with more space; then mark the connected hexes on it and the explored tile with unused overland tokens. This requires careful reading of the map, and works best if only one area of tiles is marked this way.

Traps

Traps represent harmful mechanical or magical effects. They appear in red boxes on many delve cards (see page 76). Traps have the following elements:

- A name.
- A difficulty code (see Lockpicking, page 68).
- Text describing the effect resolved.

During their turn, an adventurer must trigger a trap when they enter a hex on a tile with a trap effect, either by moving into that hex or being placed there. Enemies and companions do not trigger traps but can be affected by them if specified by the trap's text.

Watery Halls
5 1
5 1 1
10 5 5
20 10 10
When Revealed: Each adventurer may choose to exhaust any number of available Combat skill dice. Then, each adventurer gains 1 light fatigue for each available Combat skill die in their attribute row.
BM-04

A trap on a delve card.

Trap Sequence

When a trap is triggered, follow the steps below to resolve that trap. The trap's lockpick check and effect must be resolved before any other effects that would trigger by an adventurer moving into that hex, such as attempting to unlock a cache.

1. The adventurer who triggered the trap must make a lockpick check against the trap's difficulty code (see Lockpicking, page 68).

2. Resolve the trap's effect. A trap's effect will specify whether it triggers when the lockpick check is successful or unsuccessful. Once a trap's effect is resolved, the trap becomes inactive and cannot be triggered again unless otherwise specified.

- If the trap is on a card with no remaining effects to resolve, discard the card.
- If the trap does not specify affected units, its ability is resolved only against the adventurer who triggered it. If the trap is resolved against multiple units, resolve it for each in the order chosen by the adventurer who triggered the trap.

Dungeon

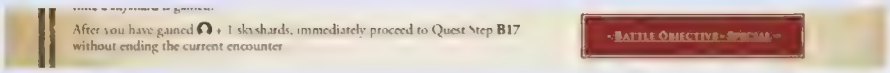
In a dungeon battle, the map is set up beforehand but is composed of multiple tiles, which can include delve tiles or the clash tile. However, the dungeon ignores the icons printed on the tiles. Instead, enemies and other components are populated following the dungeon's specific setup diagram and rules, which appear in a province's gazetteer.

Dungeon Enemy Pool

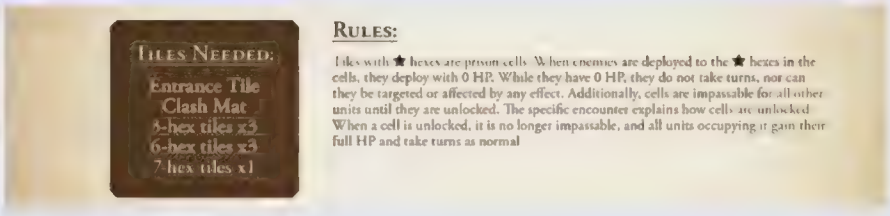
Dungeons use an overall enemy pool to populate enemies at setup, as clashes do. The maximum number of enemies that can be drawn and deployed depends on both the EP and the numbered enemy hexes in the dungeon setup diagram (see Dungeon Encounter Anatomy, page 81, and Dungeon Setup, page 82).

Dungeon Encounter Anatomy

1. Battle Objective: This is the objective that needs to be completed to succeed at this dungeon (see Battle Objectives, page 86). Note that this is specific to each encounter set in that dungeon and is described in its encounter text, not on the dungeon map in the province's gazetteer.


After you have gained 1 skyshards, immediately proceed to Quest Step B17 without ending the current encounter
- Battle Objective - Special -

2. Dungeon Rules: This appears at the top of the dungeon's entry in its province's gazetteer. It lists the tiles needed to assemble the map and describes special rules for an encounter in the dungeon.


Tiles Needed:
Entrance Tile
Clash Mat
3-hex tiles x3
6-hex tiles x3
7-hex tiles x1
Rules:
Tiles with ★ hexes are prison cells. When enemies are deployed to the ★ hexes in the cells, they deploy with 0 HP. While they have 0 HP, they do not take turns, nor can they be targeted or affected by any effect. Additionally, cells are impassable for all other units until they are unlocked. The specific encounter explains how cells are unlocked. When a cell is unlocked, it is no longer impassable, and all units occupying it gain their full HP and take turns as normal

3. Dungeon Setup Diagram: This appears within the dungeon's entry in its province's gazetteer. It shows the shape of each tile used, the overall layout of the map when assembled, and in some cases labels for specific areas. It is marked with the following characters and icons that are used with the encounter during setup.

a. Entrance Tile: This shows which tile to connect the entrance tile to.

b. Lettered Hexes: Each encounter describes how these hexes are used. They are typically used to place objective units but can also represent key interactive locations (such as travel points between sections of the map).

c. Numbered Hexes: Most encounters use an enemy pool to draw enemies from a bag and deploy them to these numbered hexes, starting with Hex 1 and continuing in ascending order.

d. Star Hexes: These hexes have no inherent rules, but each encounter describes if and how they are used. They can be used to place units or to represent other interactive locations.

e. and Cache Hexes: A cache chip of the appropriate type is placed on each of these hexes (see Cache Chips, page 68).

Dungeon Setup

Follow these rules for steps 1–3 of battle setup (see page 57); while doing so, refer to the dungeon's setup diagram.

1. Set Up the Battle Map: Assemble the dungeon map by placing each tile in the play area as shown in the dungeon's setup diagram.

2. Place Cache Chips: Place each cache chip in the hexes shown on the dungeon setup diagram.

3. Deploy Enemies: First, deploy each objective unit (or other component) specified by the encounter text to the hexes shown in the dungeon setup diagram. Then, deploy enemies to numbered hexes and special hexes as described below.

- **Numbered Hexes:** Calculate an enemy pool (EP). Draw and deploy the highest level enemy possible within the EP to the next numbered hex as shown in the diagram, starting with Hex 1. Subtract each enemy's level value from the EP after it is drawn and deploy its chip with the corresponding level faceup. Continue deploying enemies until the calculated EP is entirely used up, or the diagram shows no numbered hexes that are unoccupied. Any points remaining in the EP after all enemy hexes are occupied are not used.

- **Special Hexes:** Deploy each enemy (or other component) specified by the encounter text to the star or lettered hexes shown in the dungeon setup diagram. If there are multiple star or lettered hexes to which an enemy could deploy, the party chooses which hex. If you are instructed to calculate another enemy pool to deploy these enemies, follow the same restrictions as for numbered hexes above.

Then, follow steps 4–6 as described in Battle Setup (see page 57).

Dungeon Setup Example

During a different game session, Josh and Melonie's party moves its token to Blackrose Prison to complete Quest Step B13 of its Blackrose Brigade guild quest. This begins Quest Step C14 and triggers a dungeon battle quest encounter, so the players proceed to set up the battle.

1. First, the players place each tile in the layout shown by the Blackrose Prison setup diagram on page 45 of the Black Marsh Gazetteer.

2. The players place 3 cache chips in the hexes shown.

3. The players place the objective and other units described by the encounter's special setup instructions. They deploy the quest unit Zirik to Hex A, with no HP chips underneath. Then, they search the enemy bag for the level 10: High Elf Necromancer and deploy it to Hex B with its full number of HP chips underneath.

4. The players calculate an enemy pool to populate the numbered hexes.

a. This is the final battle encounter of the party's guild quest. So, instead of using their XP Dial's value, the players refer to the end of session difficulty tables for its EP value (see page 56). This is the party's first session, it is playing at the Adept difficulty level, and there are 2 adventurers, so the EP value for this battle is 32 (16 XP).

b. Neither Zirik nor the High Elf Necromancer are subtracted from the enemy pool because Zirik, a quest unit, has no level value, and the High Elf Necromancer was already added by the dungeon's setup instructions and is not part of the enemy pool for the numbered hexes.

c. The players draw the following enemies and deploy them to the numbered hexes in order, which spends all of the EP:
Level 20: Argonian Behemoth (Hex 1)
Level 10: Imperial Enforcer (Hex 2)
Level 1: Redguard Bandit (Hex 3)
Level 1: Hackwing (Hex 4)

d. As instructed by the encounter, the players continue drawing level 1 enemies—without EP cost—until 6 of the numbered hexes are occupied.
Level 1: Imperial Bandit (Hex 5)
Level 1: Mudcrab (Hex 6)

5. As instructed by the encounter, the players calculate a second enemy pool to populate the ★ hexes, which indicate "cell" tiles.

a. The party again uses an EP of 32.

b. The players draw the following enemies and deploy them to ★ hexes. They must deploy 1 enemy to each cell tile before they can deploy another enemy to that tile. The Blackrose Prison rules also require that each of these enemies deployed in a cell has no HP chips underneath it. The players choose to deploy the enemies as follows:
Level 20: Breton Archmage (northmost ★ hex of the 6-hex cell)
Level 10: Redguard Mercenary (southmost ★ hex of the western 3-hex cell)
Level 1: Wood Elf Bandit (southmost ★ hex of the southern 3-hex cell)
Level 1: Orc Bandit (westmost ★ hex of the northern 3-hex cell)

6. The players deploy their adventurers to the entrance tile.

a. The players decide to give the first player token to Josh, so he deploys his chip to the northmost hex of the entrance tile. He decides to switch to ✪ battle form.

b. Melonie is next in clockwise order, so she deploys her chip second, to the northmost hex of the second column. She is already in ✪ form, and she decides not to switch.

7. The players deploy companions after adventurers. They have 2 sell-sword companions from this quest's second step, so they deploy the level 5: High Elf Marauder and level 5: Nord Marauder to entrance tile hexes adjacent to the adventurers.

8. The players set the Round Counter die to 1, and the battle is ready to begin!

Battle Objectives

To succeed in a battle, the adventurers must complete its objective. Clash and delve battles usually have a standard objective based on their type:

- **Conquer:** The party must defeat or otherwise remove all enemies on the battle map. This is the most common objective for clashes, and it can occasionally appear in dungeon battles.
- **Eliminate X:** Some battles refer to a specific objective unit. This is a specific enemy chip described in the encounter's text. To accomplish the Eliminate objective, the specified objective unit (or units) must be defeated or otherwise removed from the battle map.
- **Survey:** The party must fully explore the battle map by gaining **all** required skyshards. The default number of required skyshards is 3, although the encounter may specify a different amount. The encounter is failed if the party does not gain all of the required skyshards. This is the most common objective for delve battles found in guild quests.
- **Uncover:** Similar to the Survey objective, the party must fully explore the battle map by gaining all required skyshards—by default 3—and then successfully retreat. If the party retreats before fully exploring the battle map, the encounter is failed. Unlike other objectives, the party gains XP from each skyshard it acquires in the delve—up to that delve's required limit— so long as the entire party is not defeated, in which case no XP is gained. This is true even if the party retreats before it has gained all required skyshards (see Retreating from Battle, page 59).

Clash and delve battles can also have a special objective that modifies or even replaces the standard objective. The Jailbreak Introduction encounter's battle has just such a special objective (see page 92). Dungeon battles are each unique and typically have their own special objective, although they can have a standard objective as well.

End of Battle

A battle ends after the current round when any of the following occur:

- The party achieves the encounter's objectives.
- The party retreats from battle.
- All adventurers are defeated.

Since the battle ends after the current round in which 1 of these events occurs, the battle does not necessarily end immediately after the last enemy is defeated, even if the party has a Conquer objective.

End of Battle Cleanup

After a battle ends (whether successfully or not), follow the steps below and then proceed to the Reward Phase.

1. Remove all remaining bonus HP from each adventurer's mat and any HP exceeding the adventurer's maximum. Then, place each adventurer's chip, with its remaining HP, back in the art area of their race sheet. If the party has permanent companion units that can appear in later battles, place each companion's chip near an adventurer mat, removing all status dice or excess HP from that chip (see Companions, page 90).

2. Each adventurer removes and exhausts any remaining dice from their active slots. Then, they recover all of their drained skill dice. ***Note:*** Dice still in an adventurer's cooldown track at the end of a battle remain there until the next battle or until they are removed by other means, such as during the End of Day Phase or visiting a town's inn (see Town Features, page 40).

3. Disassemble the battle map.

- Place enemy chips back into their correct draw bags and place cache chips back in the supply.
- Sort the map tiles by shape. If delve tiles were used, shuffle each shape facedown. Then place the tiles back in their area.
- Gather the delve cards, setting aside any cards marked with "SP" or otherwise required by the Delve Feature section at the front of your province's gazetteer. Then, shuffle the Delve Deck and place it back in its area.

This cleanup procedure only occurs after a battle, not after a peaceful encounter.

Additional Rules

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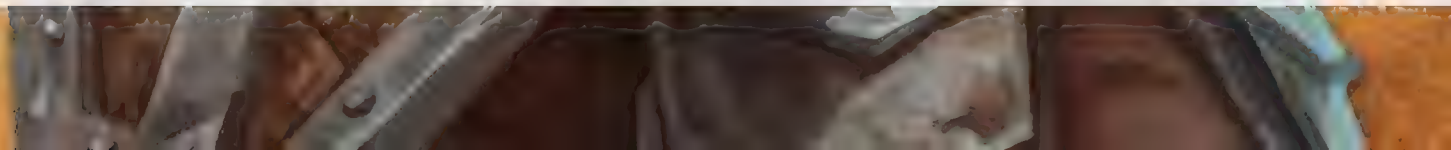


This section describes detailed rules that affect other parts of the game. It is best used as a reference for understanding or resolving abilities or encounter instructions.

Rolling a D6

If a player is ever instructed to roll a D6, that player should use the same six-sided dice used for lockpick checks (see page 68). When rolling one of these dice as a D6 outside of a lockpick check, players cannot use skills or other effects that can manipulate those dice during lockpick checks.

Discard

When a player is instructed to discard a card, die, or chip, they do the following:

- Cards are discarded to form a separate discard stack for that type of card. Each card discarded is placed on top of the stack. After all cards of that type are discarded, shuffle the discard stack facedown to reform the deck (unless instructed otherwise).
- Dice are discarded back to the supply and placed with other dice of their type.
- Enemy chips defeated in battle are discarded to form a defeated enemy stack. Otherwise, chips are discarded back to the appropriate draw bag or to the supply and placed with other chips of their type.

Effect Timing

Some abilities have effects that depend on others for timing or have multiple effects. These abilities are resolved following the rules below:

- Effects must be resolved one at a time. Each effect must be completely resolved before resolving the next effect.
  - A "when" effect is resolved immediately when the triggering event occurs.
  - An "after" effect is resolved immediately following the triggering event.
  - A "before" effect is resolved immediately before the triggering event.
- If different effects are resolved with the same timing, the players decide the order in which those effects are resolved.
- Some abilities have multiple effects with the same timing, such as the Purge skill in the Restoring Light skill line. If some of these effects can be resolved and others cannot, the effects that can be resolved are resolved. Effects that cannot be resolved are ignored.

Ability Terms

The following terms are used by abilities. When resolving an ability with one of these terms, follow the rules described below.

Defeated Units on Tiles

Some encounter rules or other abilities refer to defeated units remaining on the tiles in battle. These units follow the rules below.

- The unit's chip remains in its hex until it is removed as described by the effect. Until the chip is removed, its hex is still occupied.
- While it is on the battle map, that defeated unit cannot take turns and its chip is not a targetable unit for engage actions or other abilities (unless specifically instructed). The unit's chip is treated as a defeated unit of its type for resolving abilities.

Defeating Units

Some abilities refer to units defeating other units, either as part of an effect or for triggering another effect. These abilities follow the definitions below.

- An adventurer (or companion) defeats an enemy when either of the following occurs:
  - That enemy loses its last HP chip because of an engage or ability resolved by the adventurer.
  - The adventurer resolves an ability that indicates that enemy is defeated.
- An enemy defeats a unit when that unit loses its last HP chip, either because of an engage or ability resolved by that enemy.
- If a unit is defeated by a status effect die, such as Bane, it is considered defeated but does not trigger any effect that requires the unit to have been defeated by a specific other unit.

Abilities and Action Limits ("Free")

Some abilities allow units to perform an additional engage, roll additional dice during an engage, or move additional hexes. When clarification is needed, these abilities sometimes use the term "free." These abilities follow the rules below.

- **Action:** An additional engage or other action granted by an ability does not count against an adventurer's action limits if resolved during their turn, or against the limits of the active adventurer if resolved during another's turn. An additional engage action does not require an adventurer to gain a fatigue unless that ability specifies otherwise, even if that additional engage is not the first performed by that adventurer during their turn.

- **Dice:** Additional dice do not count against an adventurer's Stamina or Magicka stat, or against a non-adventurer unit's Combat stat. Additional dice can be added to an adventurer's roll even if they are not trained in that skill line or skill die. After additional dice are resolved, they are discarded back to the supply instead of being exhausted to that adventurer's cooldown track. Enemy Combat dice added as additional dice cannot be added to an adventurer's active slots or resolved to gain tenacity.
- **Movement:** Additional hexes of movement do not count against an adventurer's Stamina or against a non-adventurer unit's movement stat.

Healing
An effect that refers to healing a unit allows it to recover the specified amount of HP chips. A unit cannot heal in excess of its Health stat.

When a party member resolves an effect that heals another party member unit for a number of HP, the unit resolving the effect chooses the amount of HP that is actually healed. This amount may be equal to or less than the number specified by the effect (to a minimum of 0). This is also true for an effect that causes a party member to gain an amount of bonus HP (see below).

Gaining Bonus HP
An effect that refers to an adventurer gaining bonus HP allows them to gain HP chips separate from and in excess of their maximum Health value. An adventurer must keep their bonus HP chips in a stack separate from their normal HP stack. Non-adventurer units cannot gain bonus HP.

Move and Place
Some abilities grant additional movement, which may occur outside of a typical move action. There are also abilities that place a unit, which is different than moving it. Placing a unit is resolved by removing that unit from the map (or from outside the map) and placing it in a hex as described. A unit that is placed in a hex as part of an ability is **not** treated as if it moved into that hex for triggering effects.

Persistent
Some abilities or effects are persistent. They remain in play until instructed by the effect or until the end of the current session. Keep cards with persistent effects near the play area as a reminder. Log persistent effects from other sources in the campaign journal (such as quest steps), crossing them out when they no longer apply.

Recover
When an ability or effect instructs an adventurer to recover a die, they may only recover a die from their cooldown track. A drained die can only be recovered by an ability that specifically affects drained dice.

Increase/Reduce
When an ability increases or reduces the value of a die, rotate that die's face to increase or decrease its value by the amount indicated. Dice values cannot be increased or reduced beyond the values printed on them.

Removing Units
Some abilities refer to units removing other units from the map. Removing a unit is not the same as defeating a unit, so follow the rules below.

- An enemy that is removed from the map by an ability instead of being defeated is placed back in its enemy bag instead of on the defeated enemy stack.
- Enemies removed in this way do not trigger any effect that requires the enemy to have been defeated.

Targetable Units
A unit is targetable by another unit if it is in range and sight of the unit that would target it and does not have an effect that prevents it from being targeted. An adventurer's range is limited by their current battle form (see page 61). An enemy's range is limited by its range stat. Some abilities can apply effects to targetable units outside of an engage action or allow a unit to target allies. Some abilities can also deal damage to units without targeting those units.

Turn
During a battle round, each unit on the battle map takes a turn. Some abilities are limited to a certain number of uses per turn; that limit is reset at the start of each unit's turn (not just the turn of the unit that can resolve that ability).

Non-Standard Tenacity Results
Some abilities cause additional dice to be rolled with ◯ or other results that would cause an adventurer to gain tenacity in specific ways. An adventurer **only** gains tenacity for dice results they rolled during an engage, regardless of whose turn it is. Adventurers also do not gain tenacity when they are instructed to exhaust dice or place dice in their cooldown track with a tenacity result faceup.

Gaining Tenacity and Ability Example
Logan and Bree are playing a battle encounter. At the end of Logan's turn, Logan resolves the Daedric Summoning line's Bound Armaments ability, which allows Bree to take an engage action and roll up to 2 skill dice. Bree is in ✠ battle form and decides to roll 1 of her available Combat dice and 1 of her available Snipe dice against a target enemy.

Bree rolls a ◯ on her Combat die and a 2-damage result on her Snipe die. When Bree resolves these results, she deals the damage from her Snipe die and gains the tenacity from her Combat die. Even though she rolled a tenacity result on Logan's turn, Logan does not gain the tenacity.

Temporary Stat Adjustments

Some effects can temporarily adjust a unit's stat. When this happens, treat that stat's value as the value it has been temporarily changed to. If the unit is an adventurer, do not add or adjust tokens on their adventurer mat.

Gaining and Losing Health (HP)

Some effects can affect a unit's Health stat or its HP chips.

- When an effect increases a unit's Health stat, that unit gains a number of HP chips equal to the difference in value. If a unit's Health stat decreases below the value of HP chips the unit currently has, remove HP until the unit has HP equal to its new maximum.
- When an effect adds HP chips in excess of a unit's Health stat—but does not change the stat itself—those chips remain until the next End of Battle Cleanup step. Note that a unit can only gain HP in excess of its Health stat if the effect specifically allows for it.

Rounding

If a game effect requires players to round a number, but does not specify how, it is rounded down.

Unit Relationships

A unit is defined as any chip in the game with the following characteristics:

- A unit has stats, abilities, or both.
- A unit either takes its own turn on the battle map or is controlled during another unit's turn.

Note: Chips used for tracking purposes that do not have these characteristics are not units.

All units fall under 2 categories: party and enemy. These 2 categories, in relation to one another, are referred to as **opposing units**. Units that are not opposing cannot target one another unless an effect specifically allows them to.

Enemies

All opposing units to the party are considered enemies, regardless of their level. Some units that otherwise belong to the party can be temporarily designated as enemies by game effects. These units behave as instructed by the specific effect.

Party

The party can include both adventurer and companion units. Collectively, all units that belong to the party are referred to as party members, and abilities that affect party members can affect both adventurers and companion units.

Adventurers

Each player-created adventurer is a party member, whether they are your specific adventurer or another player's. If an effect's value is determined using the party size icon (), it is based only on the number of adventurers in the party.

Companions

A companion is a unit that is under the ongoing control of either the entire party or a specific adventurer. Companion units can be gained through encounter text or adventurer abilities. It is possible for enemy chips and quest units to become companions.

While a companion unit is part of the party, it follows these rules:

- The companion is a party member but not an adventurer. It is not affected by abilities that apply to adventurers, and is **not** counted toward the party's total number of adventurers (see Party Size, page 36).
- The companion unit begins each battle at its maximum HP unless otherwise stated.
- If a companion is defeated, it is removed from the party permanently. Otherwise, a companion remains with the adventurer or party unless it is removed by another effect.
- A defeated companion's chip is placed with other undeployed chips of its type. For example, an enemy chip that has become a companion is placed back in the correct enemy bag when defeated.
- If the companion's controlling adventurer is defeated, the companion remains in play and that adventurer's player continues to control the companion.
- If all adventurers are defeated, the encounter ends and all remaining companions are removed from the battle map. These companions are not treated as defeated for determining if they are removed from the party.

"You"

Card text and other effects frequently address the player or players as "you." This can mean different things depending on the context.

- Overland cards, side quest cards, and quest steps use "you" to refer to the party collectively. For example, if a quest step refers to you traveling to a location, it is referring to the movement of the party's token on the overland map.
- Class cards, item cards, skill abilities, and similar effects use "you" to refer to the individual adventurer. That adventurer's player makes any decisions involving these effects.

Companion Turns

Companions take their turns immediately after all of the adventurers have taken their turns. The party decides the order in which companions take their turns. If a companion is described as being controlled by the party, the party decides which player controls that companion during its turn.

During its turn, a companion typically moves, resolves its skills, and engages as described in the sequence below. Refer to the effect designating that unit as a companion for any additional rules.

Companion Turn Sequence

The player controlling a companion makes the decisions for that unit during each step below. Moving and engaging are optional.

1. **Start of Turn:** Trigger any abilities with this timing, such as status effects or skill dice on the companion.

2. **Move:** You may move the companion up to 2 hexes. The companion can be moved as chosen and does not follow normal enemy movement priorities.

3. **Engage:** The companion may engage opposing units, if able, following these substeps in the order below.

    a. **Determine Target(s):** Refer to the companion's range and target icons, and choose which unit(s) the companion targets. Only targetable units in sight and in range can be chosen. A companion's targeting priority icon is ignored.

    b. **Gather and Roll Dice:** Roll all of the companion's Combat dice. A companion rolls enemy Combat dice. If the companion can engage multiple targets in range, you roll its engage once and resolve the roll against each chosen target during the next substep.

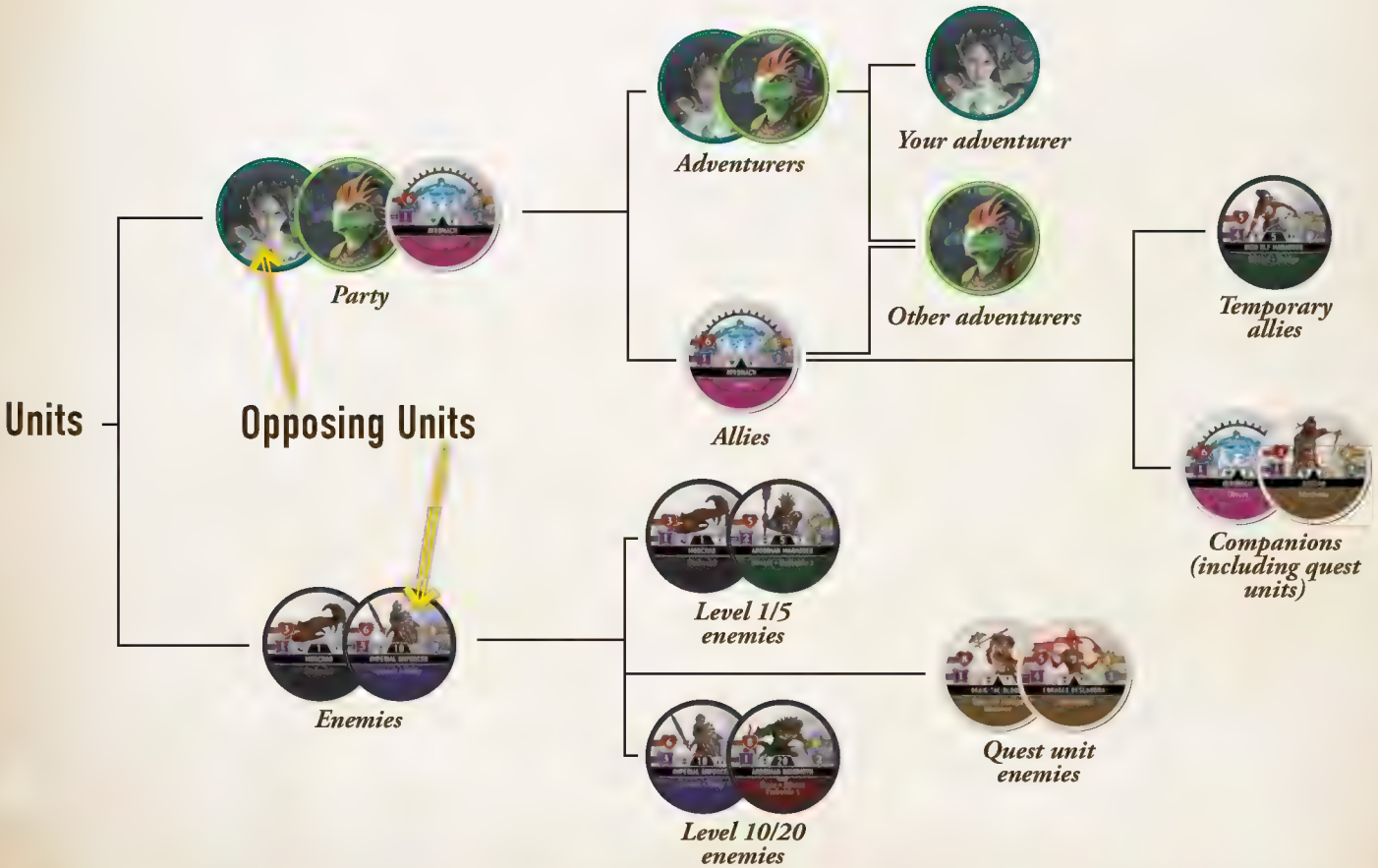
    c. **Resolve the Roll:** Resolve the total rolled Combat dice value against each of the companion's targets.

    d. **Units React:** Adventurers, companions, or other enemies may resolve abilities that are triggered after this companion's engage. Enemies must resolve these abilities, if able.

4. **End of Turn:** Trigger any abilities with this timing. Then, if there are other companions, the next companion takes its turn.

Companion Skills

Most companions have 1 or more skills from the Enemy Skills Reference. Unlike moving and engaging, resolving a companion's skills is not optional; each skill must be resolved at its specified timing (if able). If a companion engages multiple targets, each target is affected by each of the companion's relevant skills.



Units Explained

Jailbreak Introduction Encounter

You awaken in a dark, rough-walled holding cell somewhere in Tamriel. You've been imprisoned for some charge or another, protesting your innocence in vain all the while, but it seems you're stuck here for the time being. As you resign yourself to some time cooling your heels behind bars, however, a weathered-looking Redguard approaches your cell, clutching a key in his hand. You sit up and take notice.

"You there," he says in a coarse whisper. "Listen. My name is Bodean. I represent a guild of like-minded individuals called the Outer Watch. We are small, preferring to remain behind the scenes, but we work for the betterment of communities all around Tamriel. We help people advocate for themselves, assist places that need it, expose political corruption, and more."

You look at him blankly. You're in a jail cell, after all, and you've never seen him before in your life.

"Right," he says, remembering himself. "I'm here because the Watch believes you have... potential. Too much to be locked away here for gods know how long, subject to the whims of corrupt jailers."

Now you're really paying attention.

"I will let you out of here," he continues, flashing his key. "What you do after is up to you. The Watch needs good help these days, as one of our number, a Wood Elf named Deslandra, has gone rogue. She's decided that the Watch was thinking too small – that, for justice to truly come to Tamriel, the only solution is to get rid of magic completely. She believes this will be the great leveler, keeping the magically powerful from preying on the weak, but how much would be lost in the process? We need help to stop her, as her resources are considerable, but we won't force anything on you. This is," he chuckles, "an unconditional release."

His key turns in the lock, and he's gone. You consider his words, but before you decide how to make your way in Tamriel, you must first escape.

Players can choose to start the game in classic *Elder Scrolls* tradition, with their adventurers fighting to escape imprisonment. This encounter introduces players to the battle rules and acts as the final step of adventurer creation. The achievements of the adventurers in this battle then determine their available class options. For a more structured approach to learning the rules through this encounter, you can follow an extended example of this battle in the separate Tutorial Guide.

As you play this battle, reference the following sections as needed:

- Adventurer mats, stats, skills, cooldown track, and active slots are explained on page 18–page 24.
- Battle rules are explained starting on page 54.
- Caches and lockpicking are explained on page 68–page 70.

Battle Setup

This Jailbreak Introduction encounter is a type of battle called a clash, which is played out on a battle map made up of the 2 tile shapes shown in the diagram below. To set up the battle, do the following:

1. Follow the Setup Procedure steps as described on page 12–page 13 with the following exceptions:

- Do not fill the level 1/5 enemy draw bag; instead, place **only** these 5 level 1 enemies in it: High Elf Bandit, Argonian Bandit, Skeever Pup, Skeleton and Spriggan.
- Do not set the party's Day Dial; day 1 does not start until after this battle!
- Set the party's XP Dial to 1 instead of 2.

2. Place the clash tile in the play area and connect the smaller entrance tile as shown. Then, place the cache chip in the hex shown on the diagram.

3. Draw and deploy 1 enemy chip from the level 1/5 enemy bag for each adventurer in the game. For reference, this is equivalent to calculating an enemy pool based on a party XP of 1 as described on page 54. Deploy each enemy with its level 1 (black border) side faceup in the next numbered hex as shown in the diagram, starting with Hex 1. Each enemy is deployed with an amount of HP chips stacked under it equal to its Health stat.

4. Deploy each adventurer to a hex on the smaller entrance tile. Start by choosing an adventurer to take the first player token and deploy their chip. Then, proceed to deploy each other adventurer in clockwise order around the table. Each adventurer sets their battle form when deployed, as described on page 57 and page 61.

5. Set the Round Counter die to 1; the battle is ready to start!

Playing the Battle

The Jailbreak Introduction encounter has a unique battle objective: The adventurers must either defeat all enemies on the map **or** all undefeated adventurers must escape. An adventurer may escape at the start of their turn if they occupy 1 of the green hexes at the far end of the clash tile (see the diagram on page 92). Remove that adventurer from the map; their turn ends and they take no further turns in the battle.

The battle ends at the end of a round if all enemies are defeated, all adventurers are defeated, or all undefeated adventurers have escaped.

After the battle ends, check that you have recorded each adventurer's achievements (see below). Then, move on to End of Battle Cleanup and Class Rewards as described below!

Achievements Checklist

As you play the Jailbreak Introduction encounter, note which adventurer completes each of the following achievements. Each adventurer can complete multiple achievements, but it is also possible for an adventurer to complete no achievements:

- ☐ Defeat High Elf Bandit
- ☐ Defeat Argonian Bandit
- ☐ Defeat Skeever Pup
- ☐ Defeat Skeleton
- ☐ Defeat Spriggan
- ☐ Succeed at Cache Lockpick
- ☐ Escape First
- ☐ Take the First Turn
- ☐ Take the Last Turn
- ☐ First to Take Damage from an Enemy at Range 2+
- ☐ First to Take Damage from an Enemy at Range 1

Note: You may check off achievements on the list above, writing adventurers' names next to their achievements, or you may print and fill in the PDF at chiptheorygames.com/support.

End of Battle Cleanup

After the battle ends, follow the end of battle cleanup steps as described on page 86, but place **all** of the level 1/5 enemy chips into their enemy bag (instead of only the 5 you used for this battle). Also, place all of the level 10/20 enemy chips into their enemy bag.

Remember to remove and exhaust any remaining skill dice from your active slots and to recover any drained skill dice. However, leave skill, status, light fatigue, or overfatigue dice in your cooldown track. Keep any tenacity and items that you gained during the battle, unless you decide not to base your class choice on your achievements (see below).

After you have completed this step, you are ready to choose your class rewards!

Class Rewards

After a battle, adventurers normally complete the Reward Phase to gain XP from their encounter and spend it. Instead of XP, this battle rewards each adventurer with their choice of several classes based on the achievements they completed. Refer to the rewards list below. It is recommended that players **do not** look at this list until after the battle.

After considering the classes that are earned based on their achievements, each adventurer then chooses 1 of those classes, takes that class's sheet, and places it next to their adventurer mat. Note that some of these classes are only available in the Valenwood (VW) expansion.

An adventurer with fewer than 2 classes to choose from must wait until each other adventurer has chosen a class. Then, that adventurer sets aside any class sheet based on their own achievement and shuffles all of the other sheets—not just those left from the other adventurers' achievements. That adventurer draws a number of sheets until they have 2 (including any they may have earned based on their achievement) and then chooses 1 to use in this game. If there are multiple adventurers with fewer than 2 class options, they may determine the order in which to shuffle and choose.

If **all** adventurers were defeated, shuffle all of the class sheets. Then, each adventurer draws 2 and chooses 1.

- ☐ **Defeat High Elf Bandit:** Arcanist (VW); Sorcerer
- ☐ **Defeat Argonian Bandit:** Acrobat; Scout
- ☐ **Defeat Skeever Pup:** Nightblade; Warden
- ☐ **Defeat Skeleton:** Necromancer; Spellsword
- ☐ **Defeat Spriggan:** Pilgrim; Templar
- ☐ **Succeed at Cache Lockpick:** Burglar (VW); Rogue
- ☐ **Escape First:** Bard; Ranger (VW)
- ☐ **Take the First Turn:** Dragonknight
- ☐ **Take the Last Turn:** Healer
- ☐ **First to Take Damage from an Enemy at Range 2+:** Archer
- ☐ **First to Take Damage from an Enemy at Range 1:** Knight

Choosing a Non-Achievement Class

If an adventurer does not want any of the classes earned based on their achievements, they can choose from the classes remaining after each other adventurer has chosen. They must also lose any tenacity and discard any items they gained during the battle in order to do so.

Completing Setup

After completing the battle and choosing classes, each player has created their adventurer! Proceed to finish setup, following the instructions below.

Set Progress Dials

You can now set your progress dials as normal for setup:

- Leave the party's Day Dial unset.
- Set the party's XP Dial to its 2 position (but leave each adventurer's saved XP tracker set to 0).

Adventurers Rest

You escape, whether by fighting your way free, fleeing, or lying still until the jailers leave your seemingly fallen body. Afterward, you make your way to the bustling center of town to ply your trade in Tamriel. You accept a guild's offer of work in return for supplies and a place to briefly recover.

When you awake, the first day of your new quest dawns, and you venture forth.

Adventurers typically rest after each encounter. During rest, each adventurer heals some HP and removes 1 die of their choice from their cooldown track (see End of Day Phase, page 45).

However, after the Jailbreak Introduction encounter, this temporary refuge with the party's new guild acts like an inn action, which can be taken during town encounters (see page 40). Thus, each adventurer now heals to their maximum HP and clears all dice from their cooldown track!

The Jailbreak Introduction encounter is now finished!

Choose a Starting Quest

Return to page 13 and resume at step 7, "Set up a guild quest." Then, read on to begin your session's quest as described in Game Phases, starting on page 34.

Credits

As Chip Theory Games has grown, our titles' production teams have expanded to the point where putting a "designed by"credit on the exterior of our boxes feels reductive. With that in mind, we've forgone that practice in favor of a fuller accounting everyone at CTG who helped make this game what it is, with some special recognition for those individuals who went above and beyond the call of duty.

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Special Recognition

Salem Scott: Gameplay and Story
Salem took to ***Betrayal of the Second Era*** like a true passion project, endlessly analyzing and tinkering with every element of the game to make sure it just felt right. Their passion to make the game not only feel fun, but also feel true to the spirit of ***The Elder Scrolls*** franchise, is essential to the final product's success. The importance of the countless hours they poured into this project, whether collaborating on quest creation, managing playtesting, or reworking abilities until they were perfect, simply cannot be overestimated.

Bree Lindsoe: Graphic Design
Bree has been a major part of shaping the aesthetic of ***Betrayal of the Second Era***. Her work has blended the iconic features of Tamriel, Chip Theory's trademark visual panache, and the unique needs of the game, creating a gorgeous final product that just feels good to play. Throughout this process, she has adjusted to the game's changing needs with a collaborative spirit and an endless reserve of good nature. Her work is unmistakable and vital to this project.

Ryan Howard: Project Management and Writing
The time and effort Ryan sunk into research and writing convinced Bethesda/Zenimax that we were interacting with their world in a way they could be confident in, and his attention to detail in storytelling and thematic gameplay has created an immersive experience that will surprise and entertain Elder Scrolls experts and newcomers alike. His organization and hard work also kept this, by far the most expansive game we've ever made, focused and on track over months and months of development and playtesting.

Michael Gernes: Gameplay and Rules Text
Michael began this crazy journey with CTG back in 2021 and has remained a vital part of this game's development throughout the last three years. He has applied his analytical, detail-oriented mind to a variety of tasks, from calculating what percentage of time players should be interacting with each gameplay element to cataloging the game's many changes and coming out with an impressive and comprehensive ruleset. Michael deserves huge props for his effort, influence, and sheer endurance in bringing this game to fruition.

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